Hell's Heart

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Hate thrives in Hell's Heart. Cordoned off from the rest of Sharn and nestled in the Black Arch district where a thousand swords and glaives surround its obsidian spires, Hell's Heart is a madman's nightmare—a black spot of terror on the pox-ridden underbelly of Sharn. From drooling maniac killers, to family-slaughtering sociopaths and deranged cannibals, the asylum contains Sharn's most twisted minds, but none among them come close to the depraved brilliance of Viktor Saint-Demain.

Undaunted by the recent failure of his protégé in "Quoth the Raven," Viktor opens a dark final chapter in his plans for vengeance. The mad inquisitive's *coup de grace* not only deals the party a lethal stroke, but also includes his own redemptive rise to heroism as well. A madhouse of killers and deadly traps, plus a doomed future as fugitives and enemies of the Brelish crown awaits those who cross Viktor Saint-Demain. The time is nigh for a final showdown with one of Khorvaire's most dangerous criminal masterminds.

"Hell's Heart" is an adventure for 10th-level player characters (PCs) using the Eberron® campaign setting and set against the murky morals and dark urban landscape of Sharn, City of Towers. This adventure ends the Viktor Saint-Demain adventure trilogy (it serves as the sequel to "Chimes at Midnight" and "Quoth the Raven"), though with minor adaptation a Dungeon Master (DM) can run it as a stand-alone adventure.

Within this adventure, abbreviations indicate materials that appear in other supplements. Those supplements and their abbreviations are as follows: *Complete Warrior* (*CW*), *Dungeon Master's Guide* (*DMG*), *Eberron® Campaign Setting* (*ECS*), *Fiend Folio* (*FF*), *Libris Mortis* (*LM*), *Monster Manual* (*MM*), *Player's Handbook* (*PH*).

ADVENTURE BACKGROUND

When a great mind breaks, it becomes more dangerous than a dragon's ire. Viktor Saint-Demain, once Sharn's most celebrated master inquisitive, is now a scourge on the city in which he once solved crimes. In the recent past, mentioning his name instilled a deeply felt tremor of fear in Sharn's citizens. Many who lived in the city after Saint-Demain's first unlawful exploits whispered that the disease of derangement and violence from which Saint-Demain suffered would only grow and fester with time. Several citizens shamefully felt vindicated during the recent killing spree of the Raven, who served as an excellent example of the former master inquisitive's ability to reach beyond his ten-by-ten cell in Hell's Heart. Some still mutter that Raven, a deranged serial murderer who held the city hostage and reported his sick deeds to the populace in horrifying prose, will not be the last deadly puppet whose strings lead back to Viktor Saint-Demain. Still, with the death of Viktor's dark angel, the majority of the citizens of Sharn have begun to wrap themselves in a warm blanket of false relief, and they ignore the naysayers by claiming that the inquisitive's killing days are over. They believe he's nothing more than a gibbering madman left alone in the dark with his nightmares and his hate. They are fooled.

When madness and genius wed, plans turn within plans, and Viktor's evil stratagems are too numerous and interlaced for any sane mind to grasp easily. Even while he fueled the Raven's dark urges and orchestrated murder and mayhem from behind the scenes, he also laid the groundwork for a more insidious scheme. Simple death cannot satisfy Viktor's hate; instead he wants to bring his enemies as low as he himself has fallen. He plans to plunge the PCs into villainy and drag their reputations through the dark underslime of Hell's Heart. When he's finished with them, the PCs will be nothing more than murderers and fugitives of the law, perhaps destined to spend the rest of their natural lives in Hell's Heart themselves.

A mind as dangerous as Viktor's turns even the worst circumstances into an advantage. Viktor had several chances to escape imprisonment, but he instead arranged to be thrown into Sharn's darkest hole. As soon as he was incarcerated in Hell's Heart, the inquisitive began turning imprisonment to his benefit. He began with the warden and owner of the institution, one Dr. Lucard Karvasi, a rail-thin human arguably no less demented than his charges. The good doctor opened the Karvasi Asylum for the Criminally Insane (better known as "Hell's Heart") under the auspices of his older sister, whose marriage to King Boranel's uncle earn her special boons of the crown. Karvasi runs the asylum completely unsupervised, and he engages in all manner of horrific abuse, worship of the Mockery, and bizarre experiments on the inmates. His sister also allows the deranged doctor to take his pick of convicted Brelish criminals. Karvasi chooses the most colorful—usually sadistic killers whose warped minds provide much entertainment to the good doctor as he deals with them in a manner that would give hardened, violent criminals nightmares. Viktor believed the notoriety of his Wildnight activities would draw Karvasi's interest.

In his first "treatment" session with the warden of Hell's Heart, Viktor's considerable powers of deduction quickly revealed a crack in Dr. Lucard Karvasi's cold veneer. Lurking in the doctor's polluted mind is a second persona—a drooling wrathful brute born of the doctor's worst perversions and darkest urges, and nur-

tured by Karvasi's constant contact with like-minded souls. Viktor succored this foul splinter of Karvasi's psyche, dubbing the sick thing "Krader," and eventually he helped this persona overthrow Karvasi's higher reasoning. Now Krader serves Viktor like a deranged puppy, and the inquisitive encourages the doctor to vent his debased urges upon the population of Hell's Heart as often as he likes to ensure the brute's loyalty. As soon as he gained control of Karvasi, Viktor began scheming in earnest.

First he contacted an old friend—one he knew who would never turn against him. Ulysses Maldrake is now one of the King's finest swords and an elite agent of the Citadel. But years ago he was a Sharn Watch captain working his way up through the ranks and hot on the trail of Rrregla the Gasper, a brutal choker murderer who crushed the throats of over a dozen members of the Watch. The choker caught Maldrake unawares as he passed under a bridge in Lower Dura, her tentacle snaked around Ulysses's neck, and his world went black. He awakened to a young inquisitive's face framed by an *everbright lantern* above. Viktor Saint-Demain had triangulated Rrregla's attacks and accurately predicted her next hunting ground. He stabbed the choker through the leg and pulled her off Maldrake seconds before the captain slipped off the edge into oblivion. Maldrake still bears the ugly scars across his throat and his voice never recovered, coming in rasps now. He also never forgot what Viktor did for him. When the events of last Wildnight came to light, he was crushed, but secretly in his heart never believed Viktor capable of any wrongdoing.

When Viktor's first correspondence reached him from Hell's Heart, Maldrake felt relieved beyond measure. Viktor hadn't done any of the things others had accused him of doing. Instead, he had fallen prey to a conspiracy that went high—at least that's what Viktor told Ulysses in his letters. Viktor claimed he had stumbled onto a secret plan of Baron Trelib d'Medani's. He went on to say that he had been pursuing the Trelib on that fateful Wildnight in an attempt to kill him for the greater good, but the PCs had intervened on Trelib's behalf.

Baron Trelib d'Medani's master plan is to cripple Sharn's Black Arch district, the military arm of the city. If this succeeds, King Boranel will have dire need of Trelib's services to maintain control of Sharn. Trelib stands to bathe himself in the King's gold and keep several favors in his pocket to play later as he needs them.

All of this is, of course, completely false. Trelib and the King are old friends, but rumors always fly and Maldrake, blinded by his devotion to his savior, believes Viktor's accusations. Saint-Demain warned Ulysses not to share these facts with anyone (Trelib's spies are everywhere). Viktor also told Ulysses that the PCs are long-time agents of Baron Trelib d'Medani. Trelib orchestrated the farce of the Raven's killings to cement the PCs' reputation as heroes and cast more suspicions on Saint-Demain. Preposterous allegations perhaps, but to a man like Maldrake, whose personal code puts him firmly in debt to Saint-Demain, they are hard cold fact. Viktor has him convinced that Baron Trelib d'Medani plans to poison the waterways of Lower Tavick's Landing using emergency reservoirs located beneath Black Arch district. Wrought from the ancient sewers of the city, when it was still known as Shaarat, these reservoirs contain water reserves in case of a siege on Sharn.

The truth is that Viktor discovered these emergency reservoirs after he seized control of Hell's Heart. The asylum's lower level connected directly to them through old sewage tunnels, and Karvasi himself used one as a torture chamber and secret shrine to the Mockery. Viktor filled the reservoirs with alchemical poisons and infusions so toxic they could cripple all of Black Arch district if released into the general water supply. Then the mad inquisitive began sending missives to Maldrake detailing Trelib's "scheme." At the same time he manipulated Karvasi (with Krader in control) to contact Trelib about turning over control of Hell's Heart to House Medani. Always looking for more holding facilities in Sharn, Trelib had long had his sights on Hell's Heart. The fact that his old enemy Viktor Saint-Demain is currently incarcerated there sweetened the deal immensely. Trelib jumped at the chance and began transferring funds to Karvasi.

Official records of these transactions served as part of the "evidence" Viktor brought to Maldrake's attention. Why was Baron Trelib d'Medani sending secret gold to the warden of Hell's Heart, a facility right on top of emergency water reservoirs connected to Black Arch district's waterways? Viktor also sent copies of Karvasi's ledgers showing receipts from alchemists' guilds for huge amounts of toxic substances. Maldrake is convinced and now stands ready to aid Viktor in his crusade against Baron Trelib d'Medani and his insidious agents (the PCs).

Ulysses Maldrake is not Viktor's only pawn. The inquisitive has recruited a whole new menagerie of cat's

paws from Hell's Heart's inmates—some of the evilest souls ever to plague Sharn's shadows.

Now Viktor has scheduled a face-to-face meeting between Dr. Karvasi and Trelib to familiarize Trelib with Hell's Heart's particulars and inmates. Trelib is relishing the opportunity … and so is Viktor Saint-Demain.

ADVENTURE SYNOPSIS

The PCs learn that Viktor Saint-Demain is hatching some scheme inside his dark prison. They either investigate him by sneaking into Hell's Heart or they arrive on the scene when Viktor springs his trap. The inmates have control of the asylum and they wait to ambush the PCs. What's worse, Ulysses Maldrake waits outside Hell's Heart with a crack team of Sharn's Watch ready to take the party of "co-conspirators" down. The party has to find Viktor, save Baron Trelib d'Medani from a death trap, prevent the poisoning of Tavick's Landing's water supply, and clear their good names before it's too late.

BLACK WINTER

Fires rage in the Cogs as Long Shadows draws near. Rescue crews, fire teams, Sharn's skymages, and most of House Lyrandar's weather-wrights fight the blaze. While fires burn below, a blizzard descends from above. What's worse, the coal-black smoke rising like an angry shade off the burning Cogs taints the storm with poisonous vapor. Soot and snow fall as one from the heavens, plunging the entire city into darkness.

The sun cannot pierce the storm's dark shroud, and the only light throughout the city comes from its *everbright lanterns*. The lanterns, and all light sources, are hazed by the ashy snow (cutting their area of illumination to half) and the entire city is suffering from blizzard conditions (*DMG* 94) throughout this adventure. In addition to a common blizzard, the blackened snow and floating ash threaten to choke anyone moving about the city. For every hour spent out of doors, a PC must make a DC 15 Fortitude save or take 1d6 points of nonlethal damage from the choking black soot.

The storm has continued to intensify for weeks, and the streets are nearly abandoned by all save those with darker business. The city is in turmoil and it's about to get worse when Viktor sets his plan in motion.

ADVENTURE HOOKS

If you are running this adventure as a sequel to "Quoth the Raven," then the events of this adventure take place only one week after that adventure ends (which puts it right near the beginning of Long Shadows). Viktor has been planning his framing of Trelib for months, and he included the PCs in his letters in case they bested his protégé. The events of "Quoth" have no doubt clued the PCs into the fact that Viktor is as dangerous behind bars as he is on the streets. They may decide to survey his activities of their own accord. If they don't, or even if they do and you want to push them more in this direction, use any or all of the following hooks.

Sivis Speaks: The dragonmarked agent of Sivis who handled the official paperwork in regards to the baron's transfer of monies to Dr. Lucard Karvasi smells something incredibly odd about the whole affair and decides to break his oath of silence. The little gnome, named

THIRD IN THE TRILOGY

This adventure is obviously deeply connected to the events of "Chimes at Midnight" and "Quoth the Raven." If you plan to use this adventure as a stand-alone one, it requires some major changes. The easiest way to use "Hell's Heart" is to replace Viktor Saint-Demain with a major nemesis of your PCs in your home campaign. Have this nemesis end up tossed in Hell's Heart, wherein he or she hatches a plan to take the PCs down and ruin their reputations.

Alternatively the PCs need have no earlier connection to Viktor. Instead the madman could have followed their exploits from features in the *Sharn Inquisitive* and made them the targets for his awful frame-up, fabricating whatever evidence he needs to connect them to Baron Trelib d'Medani.

Or feel free to use the other adventure hooks below to draw the PCs into the coming storm at Hell's Heart. Perhaps investigating the imprisonment of Daragun Mroranon or looking into Dr. Karvasi's odd behavior as of late causes the PCs to close in on the asylum and become perfect patsies for Viktor's rise to redemption.

If you ran your party through "Chimes at Midnight" and Viktor was slain, it is a simple matter to believe Viktor had a contract with Jorasco to bring him back from the dead—though of course he still went to trial and got sent to Hell's Heart for his crimes.

If Corbin Eldridge (the Raven) survived his encounter with the PCs in "Quoth the Raven," then feel free to add him to the menagerie of minions serving Viktor inside Hell's Heart.

Danten Senlo, doesn't want to approach the authorities with someone as important as Trelib involved, but instead he ends up seeking out one or all of the PCs. He brings copies of the transactions of gold from Trelib to Karvasi. Danten has no idea what the money is for, but he knows enough to know it's big and someone needs to dig further.

Dwarf's Family: Daragun Mroranon, an inmate of Hell's Heart, is innocent of his crimes. The quori infesting his nightmares takes control of his sleeping form to commit dreadful acts. He was convicted of multiple slayings and hurled into Hell's Heart. His family wants him out, and his father knows Daragun came to Sharn's Morgrave University to study a rare Xen'drik tome connected to the ancient Quori invasion. Daragun's father, named Tyranok, believes (correctly) that his son is held by some fell power. Tyranok is a wealthy member of the Mroranon Clan. He offers to reward the PCs greatly if they can free both his mind (from the quori) and his body (from Hell's Heart).

Karvasi's Brother-in-Law: Viktor's plan is almost perfect, except while Karvasi dances to Krader's beat, he is not entirely himself. The second persona can force the good doctor to do a number of things (even make simulacrums of the orderlies, and weapons for the inmates), but the good doctor is stiff and odd under Krader's control. Recently his sister has called upon him a number of times to come up to Sky's Ledge and enjoy a fine meal, but Viktor has made sure Krader excused himself from all requests. Karvasi's brother-in-law, Roland ir'Hann, is concerned about the good doctor. Lucard has always been strange, but now he has sequestered himself in his asylum and sees no guests. Roland ir'Hann is worried his brother in law may have finally gone off the deep end (he went off the deep end long ago in point of fact) and hires the PCs to see what's wrong with him.

CHAPTER 1: INVESTIGATIONS

Before leaping into the fires of Hell, the PCs might want to gather intelligence first. Consult the following lists if the PCs decide to ask around about Hell's Heart, or if they shake down those in the know in Sharn's underbelly. Gather Information can be used for any of the following lists, though it's difficult to track down most sources of information thanks to the Black Winter, so impose a –5 penalty on any Gather Information checks (other checks are unaffected).

Knowledge (local)

DC 20: A young soldier in the Black Arch district informs the PCs: "I don't go near Hell's Heart. The things they keep locked up in there … I shudder to think it. I don't know what goes on in the asylum, but some of the other guys in the unit, they say they've heard screams from there at night … screams to make a grown man's bowels quake. Dark things go on there if you ask me."

DC 25: An aged but burly hobgoblin used to work as an orderly there. He whispers to the PCs over an ale: "Old Doc Karvasi … he's as crazy as any of his inmates. Sick bastard he is. Cuts on the prisoners—takes 'em down below the asylum too. They come back burned and twisted if they come back at all … I couldn't work there anymore … I need another ale."

DC 30: A delivery man who brings sundries to Hell's Heart every week reports: "Something's gone wrong up there. The hobgoblins what work for Karvasi have gone all strange … don't hardly speak even anymore. Karvasi himself he ain't right neither no more. Got a wild look to his eyes—used to be such a soft-spoken man."

Knowledge (nobility and royalty)

DC 15: A lady named Minerva who spends most of her waking hours at court once told the PC the following: "Baron Trelib d'Medani is one of Boranel's closest friends. They are almost like kin. The good baron would never do anything to hurt the crown, and the King would do anything in his power to help the baron out. Never been any bad blood between them."

DC 25: A well-dressed fop and attendee at most posh parties in Sharn gossips: "Baron Trelib d'Medani has had his eye on acquiring Hell's Heart for some time now. He wishes to expand his holdings in Sharn, and he would jump at the chance to purchase a ready-made prison facility. Word is Lucard Karvasi wouldn't sell before, but now it's rumored he's had a change of heart and offered Hell's Heart to the baron, but made him pay him in discreet transactions over time … odd that."

DC 30: A retainer highly placed in the Medani family gets too drunk and let's slip: "Baron Trelib d'Medani is getting a look at his new property on Long Shadows. He's being given a grand tour of Hell's Heart by that ghoulish doctor caretaker. He's taking a retinue of his finest bodyguards and of course his daughter Zelina. I'll bet he can't wait to spit on Saint-Demain's scarred face."

Besides asking around, the PCs may wish to survey Hell's Heart directly. If they see the asylum, read them the following:

More of a fortress than the garrisons that surround it, Hell's Heart is a windowless nightmare of black stone and barbed wire. The place is designed to contain horrors no mortal should ever see, and obsidian walls with razor-steel teeth atop them surround it. Three obsidian spires rise from the asylum proper, and the middle, tallest spire has arches at the top that frame a large brass bell.

If the PCs observe the facility from the outside, they notice that no one leaves or enters at all. If anyone succeeds on a DC 25 Knowledge (architecture and engineering) or (dungeoneering) check, or if they decide to check plans of the area below the asylum either at Morgrave University (or even the Old Archives detailed in "Quoth the Raven"), they learn that Hell's Heart stands over a complex and multilayered system of old sewers, below which are the ancient reservoirs of Shaarat. These reservoirs are now filled with emergency water in case of a siege, though they have been ignored (for the most part) since the Last War came to an end—no one patrols them any longer.

THE DEVILS OF HELL'S HEART

The files on Hell's Heart's current residents read like a gazetteer of the Abyss's foulest demons. Below is information on the deadliest of Hell's Heart's inmates. A DC 20 Gather Information or Knowledge (local) check grants a PC the above information on one inmate (determined randomly each check, and a PC might get repeated information with multiple checks).

Scorn: Scorn is a warforged killer who believes his soul was replaced with his creator's shortly before a House Cannith strike team arrived and killed his human master. Scorn went completely insane. His condition surfaced in response to the horror of watching his father-figure (creator) slaughtered in front of him and his inability to accept it. Scorn has been killing ever since. He calls himself Terlaxin d'Cannith now (his maker's name). He collects grisly trophies from his victims because he is trying desperately to incorporate them into his own body in a misguided attempt to regain his lost "humanity." The result is a walking horror that not only looks terrible but has a putrid, rotting smell that precedes it.

Grimgraj: A failed monk who ended up doing smash-and-grab and second-story jobs in Sharn, he was one of Viktor's first big cases. Either slain by the

PCs in the "Chimes at Midnight" adventure, or killed afterward, Grimgraj was raised as a horrific undead by Dr. Lucard Karvasi (one of his more successful experiments). Now he's back to serving his old master Viktor Saint-Demain.

The Shoebox Killer: Saal "Leather" Grabaal is a withered old little goblin in his sixties with thick spectacles. He worked as a cobbler in Callestan for over forty years. During the last two decades of his career more than eighty corpses turned up in the alleys and gutters, all with their feet hacked off at the ankle. Quiet little Saal became known as the "Shoebox Killer" after an inquisitive cracked the case, finding over eighty pairs of perfect leather shoes in a dank cellar beneath the cobbler's shop—with severed feet snugly lodged in each pair. Now Saal calmly cobbles shoes in his ten-by-ten cell, seeming nothing more than a grandfatherly sweet old goblin. He is the only inmate whose screams aren't heard echoing through the asylum during his rehabilitation sessions with Dr. Karvasi. The goblin never makes a sound as Lucard tortures him. Viktor is not stupid and leaves this unpredictable homicidal killer behind bars.

Mako: Killing is all Mako knows. He felt no shred of remorse when he ate his mother's heart at the age of eleven, and the mass murders earning him a stint in Hell's Heart do not weigh on his conscience in the least. The shifter believes he is descended from wereshark blood, and so far Karvasi's vivisection sessions turn up startling evidence supporting the killer's claim. Mako's neck sports pink vestigial gills like sickly scars, and his eyes are pitch black when he is calm, betraying no emotion whatsoever. When he shifts or when he catches the scent of fresh blood, his eyes go milk white. Mako claims he cannot remember the faces of the twenty-six people he devoured, though he dreams fondly of past meals. After Viktor unleashes him, Mako prowls the sewers waiting to prey on the party.

Scrimshaw: This sickly albino gargoyle was once captured by Viktor Saint-Demain, which put a stop to a two-week-long killing spree inspired when a cleric refused to cure the gargoyle's bizarre disease. His rocky hide still flakes bone-white chips, and he has added a few more finger-bones to his trophy necklace since the last time the PCs crossed his path. Now the psychopath is a resident of Hell's Heart, all arranged by Viktor through his proxy Dr. Karvasi. If Scrimshaw was slain during "Chimes at Midnight," feel free to apply the gravetouched ghoul template (*Libris Mortis*) to him (courtesy of Dr. Karvasi's experiments) or replace him wholesale with some other deranged murderer … possibly a member of Daask recruited by Viktor (and alter Encounter A11 as needed).

PATIENTS, INFILTRATORS, AND VISITORS

A New Patient: The PCs may choose to infiltrate the facility as a new patient. While Lucard Karvasi usually handpicks his patients, his arrangement with the crown is contingent upon allowing them to dump a few undesirables on him from time to time. If you used the Sivis Speaks hook, Danten Senlo might forge the transfer papers necessary to get the PCs into Hell's Heart (though some mummery may be in order to disguise a few folk as Citadel guards in charge of the transfer). Anyone brought to the asylum is immediately restrained in a straitjacket and leg irons (–4 penalty on all attacks, saves, and skill checks, plus take only one standard action or move action per round, cannot take full-round actions, casting spells with somatic components is impossible as well). A DC 35 Escape Artist check is necessary to slip the jacket and wriggle free of the leg irons. A DC 30 Open Lock check (though it cannot be made by the person restrained) frees the person as well.

If one or more PCs are placed in Hell's Heart, they are locked away in sunless individual cells in A5 and A6 (cell blocks). Unless they have the ability to spring themselves, they wallow here until Viktor springs his trap.

The Sneaky Way: The PCs may decide to infiltrate the asylum through magic (*dimension door*) or by crawling through the sewer tunnels. This path takes the party past A18 (sewer tunnels on page 20) $though the mohrgs do not harass them unless they enter that area), and emerges in the asylum in A10 (privy and sewer access). The PCs must then do their best to remain unseen, which is fairly easy since the residents of Hell's Heart are busy preparing for the baron's visit. They need only make a DC 10 Hide or Move Silently check every hour to avoid crossing paths with the rambling inmates (though feel free to narrate some tense close calls as you like).

Along for the Ride: If the PCs have a good relationship with Baron Trelib d'Medani (most likely they do if they saved his life and his daughter in "Chimes at Midnight"), they may wish to go to the baron directly. As much as the baron respects and values the PCs counsel, they don't really have any hard evidence that something is amiss at Hell's Heart. Also Baron Trelib d'Medani is planning on bringing some of his finest sentries and inquisitives with him on his visit. He is a proud half-elf and has no wish to appear nervous or weak in front of Viktor, or Dr. Karvasi for that matter. He refuses to allow the PCs to accompany him on his visit unless they succeed on a DC 30 Diplomacy check.

Julian Gevard II: Julian Gevard II was born with a strange mutation resulting in an unfortunate and uncanny resemblance to an anthropomorphic walrus. Estranged from his family, he worked as a carnie for a while before being offered a job as butler for an eccentric socialite who took great pleasure in employing freaks and oddities on his serving staff. After his posting as butler, residents of the districts near Julian's master's chateau began to turn up dead, their heads caved in by blunt trauma. The police finally connected the killings to Gevard's silver walking stick, and when they tried to apprehend the mild-mannered walrus-man, he crushed the skulls of six arresting officers and then led the Watch on a city-wide manhunt, leaving a swath of corpses in his wake. Now, Julian spends his days expanding his insect collection (Karvasi brings him butterflies since he shares the walrus-man's interest in entomology). He is well behaved though on occasion requests to see his beloved walking stick: "I do indeed miss my cane. It was silver … and red I think, dripping red, no no, that can't be right, dear me…" Once freed, the walrus man descends to the hidden shrine below the asylum where he tortures captured House Medani sentries for sport.

CHAPTER 2: DESCENT INTO HELL

If the PCs wish to gain access to Hell's Heart prior to Baron Trelib d'Medani's visit, they have a few avenues open to them. Where appropriate in this chapter, you can find sidebars detailing the most obvious options players may take.

BEFORE THE BARON'S VISIT

Before the night of Viktor's brilliant scheme's realization, the asylum remains locked tight against the Black Winter. The hobgoblin orderlies have all been murdered and replaced with simulacra that bumble about. The inmates roam the asylum drooling at the chance to vent their freakish urges on Baron Trelib d'Medani's party while illusory versions of the sick killers created by Karvasi wallow in their cells in the madmen's place. Under orders from Viktor, the psychopaths have laid traps and ambushes for the baron and his party. It has been far too long since they've tasted warm blood and toyed with a mewling victim.

Baron Trelib d'Medani arrives after sundown on the first day of Long Shadows with his daughter Zelina and twelve of his sentries (*ECS* 235).

THE BARON'S VISIT

When Baron Trelib d'Medani arrives, Dr. Lucard Karvasi greets him and his retinue. Divide and conquer is the order of the day. The good doctor grants the baron's sentries free run of Hell's Heart, allowing them to get a first-hand view of the place. They split into a few groups and begin to check out the asylum—all groups check for threats to the baron (dozens of bloodthirsty killers are locked up here after all). Meanwhile, Viktor's cronies wait in ambush. They quickly overpower the half-elves. Krader lures the baron himself into A13, where the gas trap there renders Trelib, Zelina, and his closest bodyguards unconscious. He then employs a *scroll of teleport* to get them down to the reservoir (A20).

Patients, Infiltrators, and Visitors: When the Baron Visits

A New Patient: If the PCs infiltrated as patients, they are most likely locked in their cells unless they've escaped. If they cannot get free, simply have one of the baron's sentries escape an ambush and end up in the cell block to hide out and re-group. Now the PCs get to try and convince the half-elf that they aren't actually psychopaths and that he or she should free them so they can help. This requires a DC 25 Diplomacy or Bluff check.

The Sneaky Way: If the PCs infiltrated through the sewers before the baron's visit, they may witness the ambushes and intervene if they wish. If the PCs infiltrate after the baron's visit, then they arrive in A10 to a strangely quiet asylum. The encounters and room descriptions assume this is the case and are written as if the baron has already been placed in his death trap in A20 and his sentries are already neutralized (or in some cases being horribly tortured to death).

Along for the Ride: If the PCs infiltrated as part of the baron's retinue, Trelib asks them to accompany a few of his sentries in their inspection of the facilities. The sentry in charge of the party's group heads into A11 (Entomology Suite) and triggers the encounter. Run the encounter and add three sentries to the PCs party, though they are likely slain quickly by the swarms of vermin bursting from the display cases there. If the PCs insist on not leaving the baron's side, they end up in A13, where they are gassed themselves and left to rot in one of the cellblocks afterward. Take a look at the Cinematic Action vs. Game sidebar for more ideas on how to handle this part of the adventure.

CHAPTER 3: THE MISGUIDED LAWMAN

Ulysses Maldrake is hell-bent on catching the PCs. He can't wait to vindicate Viktor Saint-Demain and send the duplicitous (or so he thinks) PCs to meet the justice they deserve. He has had the PCs tailed for some time by contacts in the Dark Lanterns, and he has staked out the asylum personally in case they show up. Feel free to allow the PCs a DC 25 Spot check to notice that agents of the King are tailing them. If they notice, the party may even wish to do some legwork to learn why they are being tailed and discover Maldrake's intentions toward them. This is left to the purview of the DM.

If the party makes a move to enter the asylum, Maldrake tries to arrest them. If the party enters with Baron Trelib d'Medani's entourage, he lets them go in under orders from Viktor ("so he can catch them in the act"). Otherwise the party faces with the daunting notion of battling a member of the Citadel elite.

Ulysses and his crew are posted around the exterior of the asylum, with one sergeant and four members of the Watch on every side of the asylum. Maldrake stands ready by the front gates with six members of the Watch. As soon as one of Maldrake's crew spots the PCs, the PCs are ordered to hold and stand down. Maldrake arrives 2 rounds after that. Any PC who makes a DC 10 Knowledge (local) check is instantly aware of Maldrake's rank when the Citadel agent steps from the shroud of falling black snow, flashes his royal signet ring, and speaks the words "In the name of King Boranel, I command you to drop your weapons and lay them on the ground. You are bound by Brelish law for high treason and conspiracy against the crown."

Any PC who succeeds on the check is aware that assaulting a Citadel elite is a serious offense, and killing a member of the elite is a capital crime. The PCs would do their best to get by Maldrake and his people without resorting to murderous means.

If the PCs infiltrate the asylum with the baron or somehow sneak past Maldrake without being detected, you should feel free to have Maldrake storm the asylum at any point during the adventure (pick a suitably dramatic moment) and try to take the party down.

You may also have Maldrake drive the action and ratchet up the tension of the whole adventure. If the PCs dally too long in any one area, Maldrake sends more of his Watch sergeants and their teams after them, which the PCs can detect with a DC 10 Listen check as the guards noisily storm their way through the asylum. If things start to get too slow, have Maldrake show up in person, crossbows blazing. Maldrake is a Citadel elite, so feel free to assume he has an endless supply of Watch minions at his command with which to plague the PCs.

Ulysses Maldrake **CR 12**
hp 65 (12 HD)

Male human fighter 8/Citadel elite 4
LN Medium humanoid
Init +7; **Senses** Listen +3, Spot +5
Languages Common

AC 19, touch 13, flat-footed 16; Dodge, Mobility (+3 Dex, +5 armor, +1 insight)
Fort +7, Ref +6, Will +7

Speed 30 ft. (6 squares); Shot on the Run
Melee *+1 spell storing longsword* +15/+10/+5 (1d8+3/19–20)
Ranged *+2 icy burst repeating light crossbow* +19/+14/+9 (1d8+2/17–20 and 1d6 cold)
Base Atk +12; **Grp** +14
Atk Options Point Blank Shot, Precise Shot, Quick Draw, combat sense (attack)
Combat Gear *potion of cure serious wounds, potion of bear's endurance, potion of darkvision, iron bands of Bilarro*

Abilities Str 15, Dex 17, Con 10, Int 11, Wis 12, Cha 11
SQ additional action points, Citadel training, diplo-

Cinematic Action vs. Game

In terms of strategy, the optimal way for the PCs to play through this adventure is to infiltrate before the baron's visit and deal with Viktor long before Trelib arrives. Sadly, this is the least exciting way for the adventure to unfold.

You may wish to limit the PCs from this option to increase their fun in Hell's Heart. You can do this by feeding them information about Hell's Heart too late for them to infiltrate early. You may also wish to use Maldrake to keep them out before the baron's visit.

On the other hand, if the PCs play their cards right and gather information well, you may want to reward them by allowing them to infiltrate early and have an easier time of things.

The potential for exciting and cinematic gameplay is strong if the PCs accompany the baron into the asylum, but if you want the big pay off for the final encounter in the reservoir, you have to ensure that Dr. Karvasi can knock out the baron, his daughter, and his bodyguards, and teleport them to the reservoir without the PCs stopping him. Again, if they play well and stop Karvasi, that's okay too. If that's the case, though, you may want to have some alternate hostages in mind for the reservoir encounter with Viktor.

matic protection, royal contact

Feats Alertness, Dodge, Exotic Weapon Proficiency[B] (repeating light crossbow), Greater Weapon Focus[B] (repeating light crossbow), Improved Critical[B] (repeating light crossbow), Improved Initiative, Mobility, Point Blank Shot, Precise Shot[B], Quick Draw[B], Shot on the Run[B], Weapon Focus[B] (repeating light crossbow), Weapon Specialization[B] (repeating light crossbow)

Skills Bluff +4, Climb +8, Diplomacy +6, Gather Information +5, Intimidate +12, Jump +9, Knowledge (local) +4, Listen +3, Search +2, Sense Motive +4, Spot +5, Swim +8

Possessions combat gear plus long black leather coat, gray and black pants, *+2 studded leather armor, boots of striding and springing, +1 spellstoring longsword (hold person), +2 icy burst repeating light crossbow,* and a bandoleer of bolt cases with the following attached: 2 cases of adamantine bolts, 1 case of byeshk bolts, 1 case of silver bolts, 1 case of cold iron bolts

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Citadel Training (Ex) Maldrake is trained as Breland's finest, gaining a +2 insight bonus at 1st level on all Diplomacy, Gather Information, Search, and Sense Motive checks.

Additional Action Points (Ex) Maldrake's maximum action points per level increases by 1.

Combat Sense (Ex) Maldrake's specialized training helps develop an intuitive ability to avoid danger. He gains a +1 insight bonus to AC. Maldrake applies this same intuitive sense to striking opponents in combat as well as avoiding blows. He gains a +1 insight bonus on attack rolls.

Diplomatic Protection (Ex) Maldrake has a signet ring from the King of Breland. This ring provides him protection from the law, giving him carte blanche in Brelish territory, though in neighboring countries this protection is only as extensive as the courtesy that country decides to extend.

Royal Contact (Ex) Maldrake's contact is an artificer named Drang Sentaro who keeps him well stocked with magic items and keeps his spellstoring sword full with whatever effect he requires for a specific mission.

2 Sergeants — CR 3

hp 25 each (3 HD)

Male or female dwarf fighter 3
LG Medium humanoid
Init +2; **Senses** Listen +1, Spot +1
Languages Common, Dwarven

AC 15, touch 12, flat-footed 13; +4 against giants (+2 Dex, +3 armor)
Fort +6, **Ref** +3, **Will** +2; +2 against poison, spells, and spell-like effects

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Speed 20 ft. (4 squares)
Melee morningstar +4 (1d8+1/19–20)
Ranged light crossbow +5 (1d8/19–20)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot

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Abilities Str 13, Dex 15, Con 16, Int 8, Wis 12, Cha 8
SQ dwarf traits
Feats Point Blank Shot, Precise Shot[B], Rapid Reload, Rapid Shot[B]
Skills Appraise –1 (+1 if stone or metal), Craft (any) –1 (+1 if stone or metal), Intimidate +5
Possessions studded leather armor, sap, morningstar, light crossbow, 20 bolts, symbol of the Sharn City Watch, pouch containing 12 gp, 6 sp, identification papers

6 Guards — CR 1

hp 14 each (2 HD)

Male or female human warrior 2
LN Medium humanoid
Init +0; **Senses** Listen +2, Spot +2
Languages Common

AC 13, touch 10, flat-footed 13 (+3 armor)
Fort +4, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares); Run
Melee halberd +3 (1d10+1/×3) or
Melee sap +3 (1d6+1 nonlethal)
Base Atk +2; **Grp** +3

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8
Feats Alertness, Run
Skills Climb +5, Intimidate +5, Jump +5, Listen +2, Spot +2
Possessions studded leather armor, sap, halberd, symbol of the Sharn City Watch, 3 gp, identification papers

Tactics: If the PCs cross paths with Maldrake and his team, he sends the other members of his crew in to harry the party as he barrages them with fire from his repeating light crossbow.

CHAPTER 4: FROM HELL'S HEART I STAB AT THEE

Once Viktor's plan is sprung and the PCs are inside Hell's Heart, they must round up his dangerous minions, investigate the premises to learn his insidious plot, and finally confront the deranged inquisitive in the emergency reservoir below the asylum.

A1. ATRIUM

A few simple tapestries depict serene landscapes unmarred by structures or violence in this bleak, black stone entryway. Lush rolling hills of green and snow-capped mountains calm a disturbed mind or tortured soul. Beyond the far wall a strong barred door keeps visitors out, and it possibly contains nightmares within it.

Karvasi greets guests to the asylum in the atrium, a room that helps establish the façade of Hell's Heart as a rehabilitation facility.

A2. STAFF QUARTERS

These simple bunks are neatly made with clean white sheets and woolen blankets. They appear pristine and well-ordered. Thick oak strongboxes rest at the foot of each bunk.

The asylum's contingent of a dozen hobgoblin orderlies and five goblin groundskeepers kept their quarters here. Now they have been replaced with simulacra who wander the asylum aimlessly—they are little more than drooling half-wits.

A3. MESS HALL AND KITCHENS

Chipped wooden tables and rickety stools fill the foreground of this chamber. Behind them, several simple coal stoves rest against the wall next to storage bins for grain and other food items.

The orderlies and Dr. Karvasi took their meals in this room. On occasion, they would bring one or two inmates in full restraints along with them. Karvasi tells guests it's to better re-socialize them, but mostly it was to mock and deride the hungry inmates while the orderlies glutted themselves on food.

A4. PROMENADE

This spacious hallway runs the entire length of the asylum with wide corridors stretching into murk in both directions. Points of dim red light are the only illumination. The hellish glow emanates from crimson everbright lanterns mounted every 30 feet on the walls. Numerous heavy iron-shod doors leave this area for the dark unknown, and a black steel portcullis closes off each end of the promenade. From the west, the muffled shrieks of some pained creature echo in the dark.

The piteous screams echoing from the west are coming from A9, where a House Medani sentry is currently being burned alive in the white-hot kiln much to the joy of Scorn and Scrimshaw. They hope the blood-curdling cries will draw the PCs into their ambush.

A5 AND A6. WESTERN AND EASTERN CELLBLOCKS

A repugnant blend of bodily stenches emanates from this black hole. The obsessed lamentations of the purely mad whisper in the dark, and all manner of tormented inmates peer out between heavy iron bars and cracked mortar. No braziers provide light to dispel the inky darkness here. Instead, madmen are left alone in the ebon murk with nothing but their nightmares to keep their counsel.

Most of the occupants in these cell blocks are illusory (replacements for Viktor's cat's paws), but a few—those Viktor could not bend to his will or those useless to his plans—remain. Interaction with these programmed images allows a PC a DC 17 Will save to perceive them as nothing but illusions.

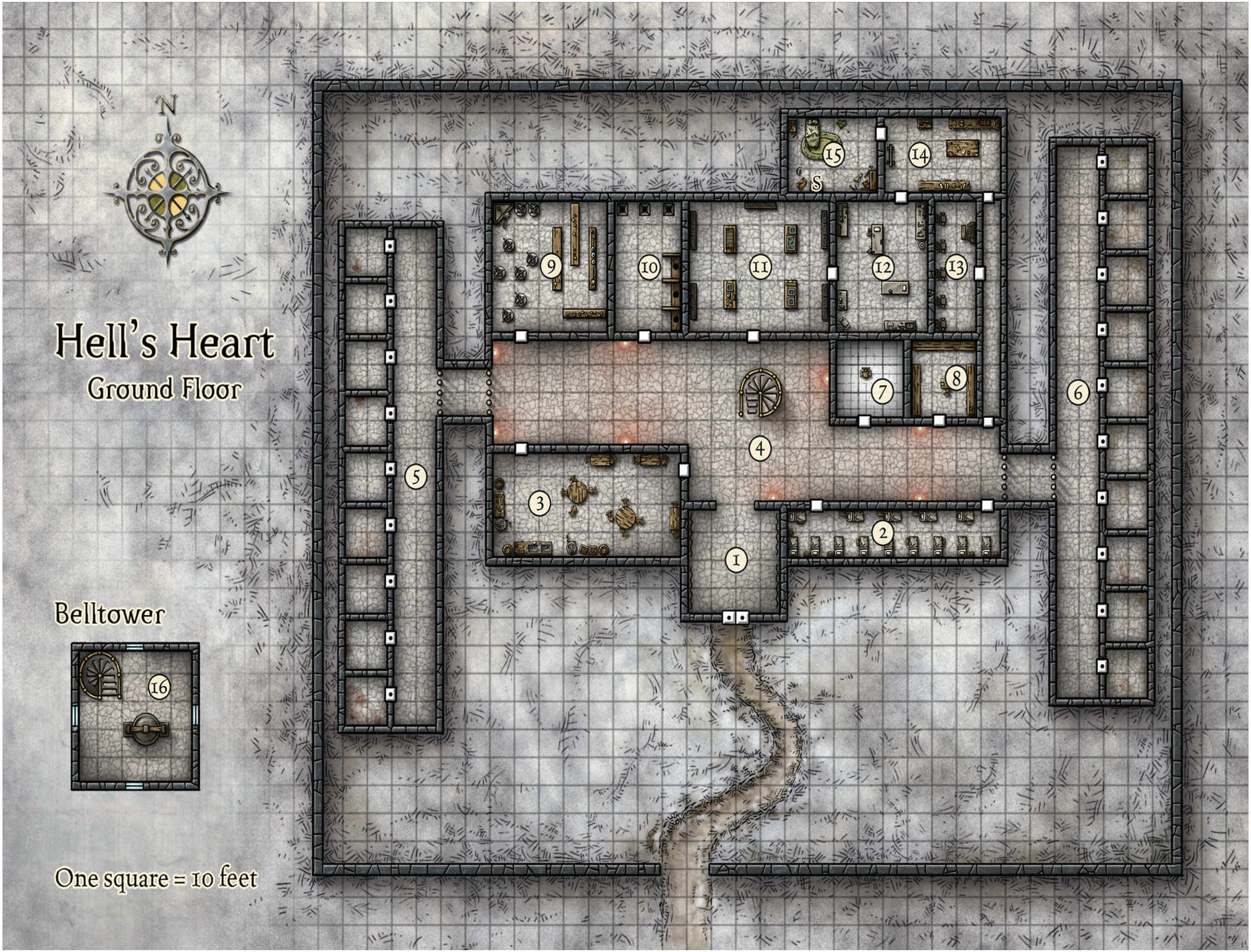
Creatures: In one of the cells in A5 sits a grandfatherly old goblin with withered hands and a leathery old puckered face. Oversized spectacles rest on his crooked nose. His name is Saal Grabaal, though once Sharn knew him as the Shoebox killer. Viktor is no fool. He left Saal locked away because the goblin is perhaps the single most dangerous resident of Hell's Heart. The goblin has killed more victims than any two other inmates combined, and his mind is a maze of razors that Viktor has no intention of braving.

Saal Grabaal, The Shoebox Killer **CR 12**
hp 44 (12 HD)

Male goblin rogue 7/invisible blade 5
CE Small humanoid (goblin)
Init +5; **Senses** darkvision 60 ft.; Listen +15, Spot +17
Languages Common, Goblin

AC 18, touch 18, flat-footed 10; uncanny dodge, unfettered defense
(+5 Dex, +3 unfettered defense)
Fort +3, **Ref** +14, **Will** +9; evasion

Speed 30 ft. (6 squares)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Hell's Heart
Ground Floor
Belltower
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One square = 10 feet
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Melee shiv +17/+12 (1d4–1)
Base Atk +10; **Grp** +5
Atk Options Far Shot, Point Blank Shot, bleeding wound, dagger sneak attack +7d6, feint mastery, sneak attack +4d6, uncanny feint

Abilities Str 8, Dex 20, Con 10, Int 16, Wis 18, Cha 13
SQ trap sense +2, trapfinding
Feats Far Shot, Iron Will, Point Blank Shot, Weapon Finesse, Weapon Focus (dagger)
Skills Balance +14, Bluff +11, Climb +10, Diplomacy +17, Escape Artist +20, Hide +24, Jump +11, Listen +15, Move Silently +20, Open Lock +15, Profession (cobbler) +9, Sense Motive +12, Spot +17, Tumble +14
Possessions inmate's outfit, a shiv fashioned from carving tool (dagger), cobbler's tools, various pairs of leather shoes, crude lockpicks fashioned from his fingernails and splinters of wood from his bunk

Unfettered Defense (Ex) Saal adds his +3 Intelligence bonus to his Armor Class when he is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons. If he is denied his Dexterity modifier to AC, he loses this bonus.
Bleeding Wound (Ex) Saal can forgo 1d6 points of dagger sneak attack damage to inflict a wound that bleeds for 1 point of damage per round until the victim receives the benefit of a DC 15 Heal check or magical healing. Multiple wounds result in cumulative bleeding. Creatures immune to sneak attack are immune to bleeding wounds as well.
Feint Mastery (Ex) When armed with a dagger, kukri, or punching dagger, Saal can always take 10 on Bluff checks when feinting in battle.
Uncanny Feint (Ex) Saal can feint in combat as a free action rather than a standard action once per round.

Tactics: While he's looking them over, Saal is preparing a death attack on the closest PC. If they threaten to do him harm, "Leather" draws a shiv and plants it in the heart of that PC. He fights to the death or until an avenue of escape presents itself.

Development: If the PCs approach, Saal calmly regards them over his spectacles, taking a prolonged and uncomfortable gander at their feet. He then goes back to cobbling a pair of leather shoes in silence. If the PCs question him, he offers the party information on Viktor in exchange for his freedom. He even offers to "bring them the inquisitive's shoes." No amount of Intimidation or Diplomacy affects Saal—he didn't make a peep when Karvasi cut out one of his kidneys, calmly smiling during the entire procedure. Nothing the PCs threaten or cajole him with matters. If set free, the Shoebox Killer informs the PCs that the good doctor and Viktor have spent a great deal of time heading down into the sewers over the past week ("can't have been easy on their shoes that"). He also tells the PCs how to get to Karvasi's Shrine and warns them about the gas chamber (A13). He then vanishes.

What part he plays in the rest of the adventure is up to the DM. If the PCs are having a difficult time with one of the encounters, Saal may suddenly step from the shadows behind an opponent and knife them dead. He then examines the feet of his victim ("size 9—excellent").

Unless the PCs catch him or put him down, Saal leaves Hell's Heart behind and begins his grisly business anew. A week after this adventure ends, the first victim is found by the Watch behind a brothel in Dragoneyes—her feet hacked off at the ankle.

Interlude One: The Lewd, the Mad, and the Ugly

The inmates are loose in the asylum. They wander the halls and cavort freakishly while seeking to gratify their darkest urges. Feel free to insert the following encounters anywhere you like at a suitable time to enhance the sense of insanity and brutality running amok in Hell's Heart.

Clipped Crone (EL 9): A hideously ugly old harpy named Krisolga was one of Karvasi's favorite subjects for weeks. When freed, she claws and staggers her way through the asylum, her palsied lurching the only means of travel available to her now that her wings are little more than blackened stumps on her hunched back. She mewls out her song at the sight of possible prey and then attacks.

KRISOLGA **CR 11**
MM 150
hp 103 (14 HD)

Harpy fighter 7
CE Medium monstrous humanoid (harpy)
Init +9; **Senses** darkvision 60 ft.; Listen +8, Spot +5
Languages Common

AC 16, touch 15, flat-footed 11
(+5 Dex, +1 natural)
Fort +9, **Ref** +12, **Will** +9

Speed 20 ft. (4 squares), fly 80 ft. (average)
Melee 2 claws +15 (1d3+11)
Base Atk +14; **Grp** +15
Special Actions captivating song

Abilities Str 12, Dex 20, Con 14, Int 6, Wis 11, Cha 19
Feats Alertness, Improved Critical (composite longbow), Improved Initiative, Iron Will, Manyshot, Point Blank

Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)
Skills Bluff +11, Intimidate +11, Listen +8, Perform (oratory) +10, Spot +5

Captivating Song (Su) The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Skull Bowler (EL 7): An apish ogre whose name has long since been forgotten (everyone calls him "Drooler") whiles away the time since his release bowling for rows of glass beakers with the heads he has ripped off other inmates. Drooler giggles and slobbers incessantly as he lines up his strikes.

DROOLER **CR 7**
MM 199
hp 79 (8 HD)

Ogre barbarian 4
CE Large giant
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +2
Languages Common, Giant

AC 14, touch 9, flat-footed 14; uncanny dodge (–1 size, +5 natural)
Fort +12, **Ref** +2, **Will** +2

Speed 50 ft. (10 squares)
Melee greatclub +15/+10 (2d8+12)
Space 10 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +19
Atk Options Power Attack, rage 2/day (6 rounds)

Abilities Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4
SQ trap sense +1
Feats Power Attack, Toughness, Weapon Focus (greatclub)
Skills Climb +13, Hide –6, Jump +17, Listen +6, Spot +2

Rage (Ex) Twice per day, an ogre barbarian can enter a state of fierce rage that last for 9 rounds. The following changes are in effect as long as he rages: AC 12 (touch 7, flat-footed 12); hp 79; Atk +17/+12 melee (2d8+14, greatclub); SV Fort +14, Will +4; Str 30, Con 22; Climb +15, Jump +16. At the end of his rage, the ogre barbarian is fatigued for the duration of the encounter.
When Drooler is raging, the following changes apply to the above statistics.
AC 12, touch 7, flat-footed 12
hp 79
Fort +14, **Will** +4
Melee greatclub +17/+12 melee (2d8+14)
Grp +21
Abilities Str 30, Con 22
Skills Climb +15, Jump +16

One Horned Bull (EL 4): A hulking minotaur named Barg wanders the halls. He was a coolie in Caravan but one day his foreman turned up dead and Barg was blamed. The minotaur had nothing to do with it, but he was locked away regardless. Karvasi always wanted to experiement on a minotaur, so he snatched him up. He burned most of Barg's face away with acid and cut off three of his fingers on each hand. Branded as a freak, Barg lost his mind. Now he staggers about holding one of his horns (he ripped it out of his skull himself) and painting the walls in blood with its nub. He hurtles himself at any threat (including the PCs), hoping to die so his torment will end.

BARG **CR 4**
MM 188
hp 39 (6 HD)

Minotaur
CE Large monstrous humanoid
Init +0; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7
Languages Giant

AC 14, touch 9, flat-footed — (see text) (–1 size, +5 natural)
Fort +6, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares)
Melee gore +9 melee (1d8+4)
Space10 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +14
Atk Options Power Attack, powerful charge 4d6+6

Abilities Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
SQ natural cunning
Feats Great Fortitude, Power Attack, Track
Skills Intimidate +2, Listen +7, Search +2, Spot +7

Powerful Charge (Ex) A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the

normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex) Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Interlude Two: Welcome to the Nightmare

In one cell in A6 sits the sorrowful thing that was once Daragun Mroranon. The dwarf yowls in terror every few seconds, claiming eyes are on his back watching him. He hasn't slept in over a week because he doesn't want the nightmares to take him. A DC 10 Listen check is sufficient to hear his mournful sobs. If the party approaches, read or paraphrase the following:

A bent-backed, malnourished dwarf with wild, black-ringed eyes is curled up on the floor of this chamber. His clawlike, emaciated hands fiercely grip an old, tattered leatherbound text. His bleary eyes turn your way, but it appears as if he cannot focus on anything. Without warning he begins shrieking in horror and casts the book from him. It lands with a thud against the wall of the cell.

Creature: Daragun was once a well-adjusted, if reclusive, researcher at Morgrave University before he got his hands on an old Adaran text long thought lost and buried under a dust-covered stack of Zilargo tax law volumes. Daragun had no idea the text was not a reliquary of knowledge, but a magical prison for a dangerous tsucora quori captured by a mind hunter a thousand years ago. He was compelled to read the book in one sitting, eventually falling asleep on its pages. He awoke screaming and soaked in the blood of his fellow researchers. He has had nightmares ever since and the tsucora now haunts his every sleeping moment. He was tossed in Hell's Heart after the "Library Massacre" as it came to be known, and now he wallows in abject agony. Viktor has no idea what's wrong with the repugnant little dwarf, but he deemed it wise to leave him locked tightly away.

Development: If the PCs wish to free Daragun from the possessing quori, they need him to succumb to sleep. The tranquilizers in A12 can do the trick if the PCs have no *sleep* spell or similar magic prepared . . . though of course beating the dwarf unconscious is an unkind means to the same end.

Anyone may make a DC 20 Knowledge (arcana) check to peruse the text and find a page scripted in runic Adaran that allows the reader and anyone joining hands with her to enter the dreams of a sleeping person. This usually simply manifests as a scroll of *dream*, but if the yowling possessed dwarf is chosen as the subject of the spell, the reader and anyone linking hands with her is thrust into the hellish nightmares of Daragun Mroranon. If this occurs, see Encounter A6: Nightmarescape.

Tactical Encounter: A6. Nightmarescape (page 24).

A7. INTERVIEW ROOM

This chamber has padded walls that are as white as snow. A comfortable chair sits in the center of the room.

Visitors who can procure an interview with an inmate have their audience with the patient in this room. The room is spotless and gives the impression of a health institution focused on the kind treatment of its patients. The PCs saw this room in "Quoth the Raven" when they came to interrogate Viktor.

A8. LIBRARY

Several neat and orderly shelves of books fill up most of this room. A mahogany reading table, lit by a white everbright lantern above, rests here as well. A plaque reads "For the patients of Karvasi's Asylum for the Disturbed: May you find rest between the covers of an excellent book."

This room is another cosmetic façade to cover up Karvasi's horrid activities in a sweet sense of humane rehabilitation. The books here contain no objectionable, violent, or lurid content, but instead tell tales of virtuous protagonists or contain elegant poetics concerning the natural beauty of Khorvaire. No inmate has ever set foot in this room.

A9. THE KILN AND POTTERY WORKSHOP

Inmates supposedly exercise their creative talents in hopes of mending their sick minds and molding their sanity even as they mold clay pots and sculptures in this room. Two demented inmates have prepared a horrible ambush for the PCs in this chamber.

Tactical Encounter: A9. Scorn and Scrimshaw (page 26).

A10. PRIVY AND SEWER ACCESS

Small stalls marred with graffiti stand on one side of the room while a series of larger shafts are built into the rear wall where garbage and refuse is dumped. A reeking stench hangs about in the air.

The orderlies visit the privies here and also dispose of the contents of inmates' waste buckets down the shaft on the rare occasions they bother to do so. The shafts in the back are big enough for a Medium creature to squeeze down or up (though it is not a particularly pleasant trip), and they lead down to A18 (the sewers; see page 20).

A11. ENTOMOLOGY SUITE

Dr. Lucard Karvasi is an insect enthusiast. He loves taking them apart and seeing what makes them tick. He likens it to his work with his patients. This large chamber is a sprawling tribute to his hobby, and his collection is impressive and very dangerous.

Creatures: A blast from the party's "Chimes at Midnight" past lurks here along with swarms of horrid vermin.

Tactical Encounter: A11. Entomology from Hell (page 29).

A12. LABORATORY AND INFIRMARY

This clean chamber is all sterling silver, stainless steel, and perfectly shaped glass. Beakers, test tubes, vials, and trays of specimen jars rest on glinting metal shelves and cold steel examination tables. The room is absolutely spotless and sanitized from top to bottom—it even smells strongly of rubbing alcohol and gauze.

This room appears to be Karvasi's lab, but in truth most of his real experiments of note take place in the Shrine to the Mockery on the sublevel below. The equipment here is all masterwork and includes a healer's kit as well as alchemical ingredients. Karvasi is usually meticulous about cleaning this place, but under Krader's influence he has gotten a little sloppy. In a small crevice where one examination table meets the floor a PC might find a blood-smeared tooth and a piece of its gum (Search DC 25).

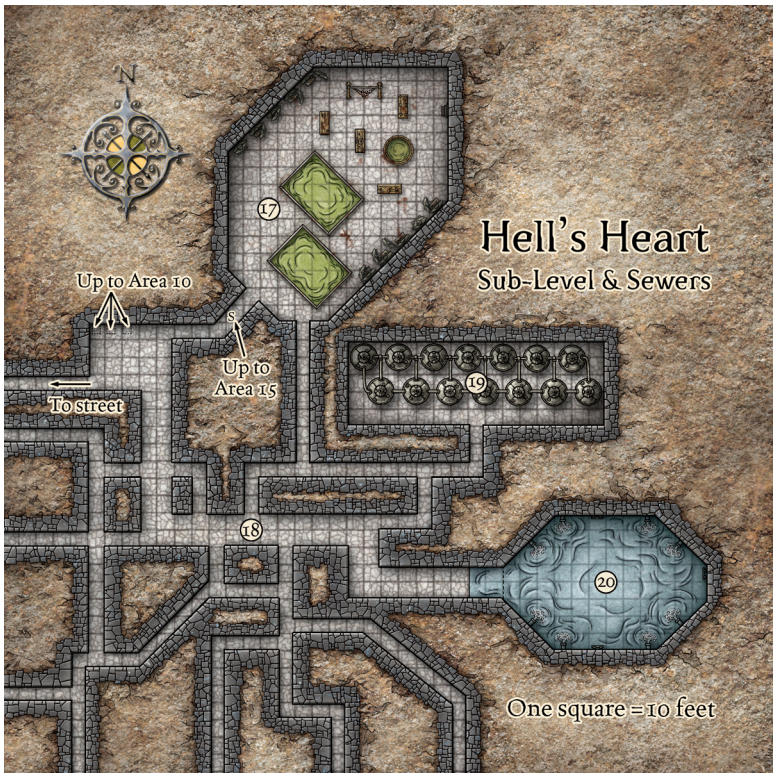
Treasure: Besides the tools and paraphernalia, a row of vials on one of the shelves contains a cloudy red liquid. Five of the six vials are *potions of cure serious wounds*, but one is a *potion of inflict serious wounds*. Roll a d6 every time one is imbibed. On the first result of 6, it's the *inflict* potion (or the last potion imbibed if no 6 is rolled).

In addition, a rack of five tranquilizers stands on the shelf. If one is ingested, the tranquilizer induces sleep (providing the PCs a means of putting Daragun to sleep in Interlude Two on page 15).

A13. GAS CHAMBER

A thick vault door opens into a cold, metal-walled chamber that houses only a row of five steel chairs with heavy restraints. An organ sits against the north wall with sheet music laid out atop it.

Karvasi tells visitors (including the baron and PCs) that this is his rehabilitation chamber, where "music soothes their savage minds." In truth, well-concealed gas vents in the room release a mind-numbing concoction



of alchemical gases that could drop an elephant into a narcotic haze of ecstasy.

Trap: The door seals shut when the party enters. Once the door is closed, the organ begins to play on its own, and gas pours from the pipes and thin slits where the floor meets the walls. The gas pours out for 6 rounds, and then the room vents completely on the following round.

Narcotic Gas Trap: CR 8; mechanical; proximity trigger; automatic reset; DC 25 Fortitude save every round or pass out for 1 hour; Search DC 30; Disable Device DC 30.

Vault Door: Hardness 15; hp 150; break DC 30.

A14. KARVASI'S STUDY

This dimly illuminated room contains several sets of shelves—some lean dangerously due to the number of heavy books they hold. Others are crowned with wax-sealed jars wherein odd specimens float in viscous green fluid: a giant maggot, a deformed yakfolk fetus, thri-kreen viscera, and other oddities. Papers and files on inmates cover a large darkwood desk in an untidy manner. Filing cabinets filled to bursting with papers lean on the back wall. A full-length mirror in the corner of the room is fractured in a kaleidoscopic pattern that emanates from one point as if something struck it.

Development: Karvasi keeps notes on all his patients in his study. He also has diagrams of what they look like eviscerated with their insides spread out over a table. A DC 25 Search check allows someone to note a distinctive change in his writings since Viktor arrived at Hell's Heart. At first they get scratchy and unsteady, and then the syntax changes to a much less enlightened tone with a poor vocabulary that consists mostly of "hurt, crush, squeal, squealy, squeal." This is indicative of Krader bubbling to the surface at Viktor's coaxing.

Anyone who is made aware of this clue can then make a DC 20 Heal check to ascertain that the writer has undergone mental trauma or manipulation resulting in a fracturing of his personality into two, with the brutish simple-minded one exercising control of the cool, academic persona. The most recent writings are written in a dullard's fashion of simple third person: "Krader stab fat man in guts today. He scream at Krader, so Krader take his eyes." Occasionally, small snippets of lucid writings appear between crudely scrawled Krader script (the rare moments when Dr. Karvasi usurps control). These are pleadings to be free of the "repugnant simpleton who wears me like a coat! I loathe this existence, yet I cannot break free. Someone pull me back from the darkness and banish this *thing*!"

Normally, it would take days to go through Karvasi's notes on the inmates, but a PC with the Investigate feat who succeeds on a DC 25 Search check can glean useful information on a few of them. Karvasi made his discoveries after several gruesome sessions where he probed their psyches.

Julian Gevard II: The walrus man loves his walking stick. He used it to commit his murders, and he feels a sick bond with the cane. Gevard talks to the thing when Karvasi taunts him by showing it to him, and he mewls and wails for it in the deep of night.

Scorn: Scorn's fantasy of being the vessel of his creator's soul is so intense that if someone pretends to recognize him as Terlaxin d'Cannith, he becomes entranced and his mind reels.

Mako: This thing is a slave to his unquenchable thirst for hot blood. He attacks the closest bleeding target that still lives once he rages … whether it be ally, foe, or bystander. If hurt, he redirects his attack toward whatever creature harmed him.

Viktor used the study to concoct his plans as well, and he has left a false clue for the party here. The inquisitive is pretty sure his foes will make it this far, and he plans to use their curious nature against them. A detailed schematic diagram of his design rests on the desk. It sketches his death trap in the reservoir, showing how he will drown the hostages when the PCs arrive, including details on reversing the flow. Viktor intentionally drew the schematics in a way that left out any evidence of the fact that when the flow is reversed and the reservoir vented, it will cause the containment cylinders in A19 to explode, spewing the poisonous waters up into Lower Tavick's Landing.

Knowledge (architecture and engineering)

DC 10: The PC understands these false plans but sees no fault in them.

DC 15: The PC recognizes that the plans seem amiss—certain details are left out or mistaken perhaps.

DC 20: The PC realizes the plans are false and ascertains that venting the chamber would send the water elsewhere.

DC 25: The PC can chart the direction the water would travel, allowing her to head to A19 to investigate.

Treasure: Dr. Karvasi was fond of recording his procedures in meticulous detail. To this end, he went to great pains to acquire a few *image projectors*. He keeps two of these devices here (he had three, but Viktor has taken one to record the party's poisoning of Sharn's waterways when they reach the reservoir).

IMAGE PROJECTORS

Image projectors are small dragonshards mounted in a ring of metal or some other material, and they can record events and play them back. They can record 1 full minute of everything that takes place within 10 feet. For more information on these items, see *Magic of Eberron*.

A15. KARVASI'S PRIVATE QUARTERS

These rooms are in shambles. Filthy clothing is strewn about the floor, and a feather bed is stripped of its bedding and bears foul-smelling stains. The carpet here is utterly ruined with unknown fluids.

Once the well-kept sleeping chamber of Karvasi, this room is now Krader's den. He doesn't bother with hygienic practices these days, so most everything here is soiled in some manner. Anything of value in the room has been tainted or smashed.

Development: A DC 20 Search check reveals a hidden staircase underneath a false trunk. It rolls into the wall to reveal the steps descending to A17 below.

In addition, if PCs succeed on a DC 25 Search check, they find some burnt offerings among the ashes in the hearth. Pieces of Viktor's actual schematics and plans are difficult to read, but someone who finds them can piece together sections of the containment cells in A19 and the piping system connecting the cells of poisonous water to the waterways of Lower Tavick's Landing. These fragments also come together to give the PCs a map of A17, A18, A19, and A20.

A16. THE BELL TOWER

This open-air bell tower contains a large brass alarm bell. Black snow covers the whole area, and wind tears through here strongly enough that it threatens to send the careless careening off the tower.

This bell sounds in case of an emergency or break-out. It has never been rung, but if it does, a contingent of armed guards arrives in 2d10 rounds. If Ulysses Maldrake is still patrolling the grounds, he stops these troops and assumes command of them. Increase the number of guards in Maldrake's party by six and add a sergeant as well.

A17. MOCKERY'S SHRINE

Until the events of this scenario, Karvasi conducted his real experiments in this horrid chamber. Most of the experiments were forays into wide-awake invasive surgery and "pain quotas." Now a psychotic walrus-man lies in wait for the PCs in this chamber with some of Karvasi's more dangerous pets.

Tactical Encounter: A17. Acid for Blood (page 31).

A18. THE SEWERS

Garbage isn't all Karvasi dumps down here. He discards the corpses of dead inmates down the chutes as well, but the souls of serial murderers rarely rest easily, especially when left in 3 feet of sewage for a grave.

Tactical Encounter: A18. Ghosts of Inmates Past on page 34.

Development: If the PCs missed the clue in the hearth in A15, any PC with the Track feat who succeeds on a DC 20 Survival check notices that the side tunnel leading to A19 has seen traffic lately. Also, anyone who succeeds on a DC 25 Knowledge (architecture and engineering) or (dungeoneering) knows the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected by piping to a series of water cells in A19.

A19. EMERGENCY WATER PIPING AND STORAGE CELLS

This tunnel opens into a giant drainage chamber. Within stand towering metal cylinders 20 feet high with intricate, if aged, piping connecting them in a dizzying web. Piping above runs into higher water channels of Black Arch district.

These cylinders used to store excess water to be purified. However, they are now filled with dangerous alchemical poisons concocted by Viktor Saint-Demain. The piping above connects these to the main waterways filling nearly all the wells and drinking pools in all of Lower Tavick's Landing.

Identifying the Toxin: If the PCs missed the burnt notes in A15, they can find other ways to unravel Viktor's murky plans.

Anyone who succeeds on a DC 20 Search or Knowledge (engineering and architecture) check realizes the cylinders have been tampered with. If the party opens one up (Strength DC 20 or Open Lock DC 25), they may examine the befouled fluids inside. With a successful DC 20 Craft (alchemy), Knowledge (nature), or Survival check (or *detect poison*), they easily figure out this substance can cripple the district if it hits the waterways. Anyone who succeeds on a DC 25 Knowledge (architecture or engineering) or Disable Device check can seal the piping and prevent the poisons from entering the upper water supply. Spells such as *hold portal*, or even *arcane lock* cast on some gauges, does the trick as well. If the PCs think of some creative way to stop the flooding of the waterways or otherwise disable these containment cells, let them run with it. If they succeed at doing this, the pressure will build in the canisters, and they will explode, spewing toxins into the sewers and flooding only Hell's Heart and the sewers with poisonous waters. (See A14 on page 18 for more on the set-up.)

A20. THE UNDERGROUND RESERVOIR

Viktor Saint-Demain makes his last stand here, springs a deadly trap, and plots his destruction of the PCs' reputations and his own redemption. He plans to drown the baron, his daughter, and his four bodyguards in the reservoir. The PCs can save them by pumping the water into the water cells in A19 (though doing so causes these cylinders to vent into the waterways of Black Arch district and Lower Tavick's Landing). Viktor plans to use an *image projector* to record the PCs shunting these poisons into the water supply (if they haven't examined the cylinders in A19 they don't know about the repercussions).

Tactical Encounter: A20. The Drowning Baron (page 37)

THE AFTERMATH

If the PCs fail, Lower Tavick's Landing suffers massive casualties from the poisoned water. The Watch garrisons in Black Arch district are crippled since most of their guards perish or fall ill. The city is plunged deeper into the chaos of Black Winter, and Long Shadows this year proves bloody and unforgettable. A slew of psychopaths escape Hell's Heart to wreak terror on the city. Criminals of all sorts run amok without the Watch to hunt them down. Riots over untainted water supplies break out all over the city and the death toll soars.

Meanwhile Viktor and Ulysses Maldrake work to quell the violence while the party watches from behind bars (or from the shadows if they escape). Viktor's valor in apprehending the party responsible for poisoning Sharn (the PCs) earns him a full pardon, and his many acts of selfless heroism in the chaos that follows ensure he rises high, eventually becoming a decorated officer of the Citadel and Sharn's most noted inquisitive once more. With Trelib dead and his House nearly toppled, Viktor starts his own guild of inquisitives to take their place, cultivating loyal students and minions on the right side of the law (all the while continuing to maneuver his shadowy cat's paws on the wrong side). He plays both sides of the struggle between crime and order to enhance his reputation further and make himself rich.

If the PCs succeed in capturing Viktor and averting his diabolical plans, he is undone. Outwitted at every turn, he crumbles into a drooling madman (if he survives) and this time it's for real. The once-towering intellect spends the rest

of his days gibbering like a half-wit child and fingerpainting simple works (his main focus becomes elephants and unicorns). Ulysses Maldrake is devastated and humiliated if he lives. He turns himself in and apologizes to the PCs personally.

The Black Winter turns milder almost immediately the next morning after the PCs' harrowing encounter with their nemesis. The sun appears between the black clouds and the city finally begins to heal. The PCs become the most celebrated heroes of Sharn and are recognized with high honors from the Council. They also earn the chance to become elite agents of the Citadel if they so choose. Their victory is complete and glory is theirs for the taking.

Viktor's Poisonous Plan: A Roadmap

Here is a quick overview of Viktor's plan, plus the various checks the PCs can make to foil him.

The Plan: Viktor wants the PCs to attempt to save the baron from the water trap, causing the canisters in A19 to explode and send toxins into Sharn's water supply.

Opportunities: The PCs have several opportunities to figure out this plan. Below is a list of the areas in which clues are revealed. This information is followed by a guide of the same information, organized by check type.

By Area

A14

DC 10 Knowledge (architecture and engineering): The PC understands the false plans left in A14 but sees no fault in them.

DC 15 Knowledge (architecture and engineering): The PC recognizes that the plans in A14 seem amiss—certain details are left out or mistaken.

DC 20 Knowledge (architecture and engineering): The PC realizes the plans in A14 are false and that venting the chamber sends the water elsewhere.

DC 25 Knowledge (architecture and engineering): The PC can chart the direction the water would travel by using the plans found in A14, which allows her to head to A19 (page 20) to investigate.

A15

DC 25 Search: The PC find burnt scraps in A15, which are all that's left of Viktor's schematics and plans. Piecing them together reveals the containment cells in A19 and the piping system connecting the cells of poisonous water to the waterways of Lower Tavick's Landing. These fragments also give the PCs a complete map of A17, A18, A19, and A20

A18

DC 25 Knowledge (architecture and engineering): In A18, the PCs figures out the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected to a series of water cells in A19.

DC 25 Knowledge (dungeoneering): In A18, the PC figures out the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected by piping to a series of cylindrical water cells in A19.

DC 20 Survival: When combined with the Track feat, the PC discovers that the side tunnel in A18 that leads to A19 has been used recently.

A19

DC 20 Craft (alchemy): The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

Detect Poison: The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

DC 25 Disable Device: In A19, the PC figures out how to seal the piping and prevent the poisons from entering the upper water supply.

DC 20 Knowledge (architecture and engineering): The PC realizes the cylinders in A19 have been tampered with recently.

DC 25 Knowledge (architecture and engineering): In A19, the PC figures out how to seal the piping and prevent the poisons from entering the upper water supply.

DC 20 Knowledge (nature): The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

DC 25 Open Lock: The PC can examine the fluids inside the cylinders in A19.

DC 20 Search: The PC realizes the cylinders in A19 have been tampered with recently.

DC 20 Survival: The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

DC 20 Strength: The PC can examine the fluids inside the cylinders in A19.

A20

DC 20 Disable Device: The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.

DC 20 Knowledge (architecture and engineering): The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.

DC 20 Strength: The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.

By Check Type

Craft (alchemy)
DC 20: The PC learns that the toxic substance in A19 can cripple the district if it hits the waterways.
Detect Poison: The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

Disable Device
DC 20: The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.
DC 25: In A19, the PC figures out how to seal the piping and prevent the poisons from entering the upper water supply.

Knowledge (architecture and engineering)
DC 10: The PC understands the false plans left in A14 but sees no fault in them.
DC 15: The PC recognizes that the plans in A14 seem amiss—certain details are left out or mistaken perhaps.
DC 20: The PC realizes the plans in A14 are false and ascertains that venting the chamber would send the water elsewhere.
DC 20: The PC figures out the cylinders in A19 have been tampered with recently.
DC 20: The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.
DC 25: The PC can chart the direction the water would travel by using the plans found in A14, which allows her to head to A19 (page 20) to investigate.
DC 25: In A18, the PCs figures out the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected by piping to a series of cylindrical water cells in A19.
DC 25: In A19, the PC figures out how to seal the piping and prevent the poisons from entering the upper water supply.

Knowledge (dungeoneering)
DC 25: In A18, the PC figures out the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected by piping to a series of cylindrical water cells in A19.

Knowledge (nature)
DC 20: The PC learns that the toxic substance in A19 can cripple the district if it hits the waterways.

Open Lock
DC 25: The PC can examine the fluids inside the cylinders in A19.

Search
DC 20: The PC realizes the cylinders in A19 have been tampered with recently.
DC 25: The PC find some burnt scraps in A15, which are all that's left of Viktor's actual schematics and plans. Piecing them together reveals the containment cells in A19 and the actual piping system connecting these cells of poisonous water to the waterways of Lower Tavick's Landing. These fragments also come together to give the PCs a complete map of A17, A18, A19, and A20.

Survival
DC 20: When combined with the Track feat, the PC discovers that the side tunnel in A18 that leads to A19 has been used recently.
DC 20: The PC learns that the toxic substance in A19 can cripple the district if it hits the waterways.

Strength
DC 20: The PC can examine the fluids inside the cylinders in A19.
DC 20: The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.

A6 Nightmarescape

Encounter Level 12

SETUP

Place each PC in front of one of the open graves on the map. After you read the text below, place the zombies and tsucora quori on the map as well.

Once the PCs enter the nightmare, read:

You are lying in an open grave. Something shifts against your back and moves into position beside you, and the smell of rot and grave dirt assaults your nose. You now see your own putrefying corpse staring at you. Strips of flesh hang from your decaying double's face, and one eye hangs by a rotting optic nerve.

When the PCs get to their feet, read:

A gray sky looms above you, and churned dirt forms earthy clods below your feet. Around you, a lonesome graveyard begins to stir. Hands reach from the earth, and your friends and family, now dead, pull clear of the clinging embrace of the grave. Earth falls from their faces as they fix their eyes on you. In the distance between two tombstones writhes a horror of eyes, pincers, and claws. An ichor-dripping stinger tops its insectlike tail. Below the abomination, an old dwarf cowers and shrieks again and again.

Tsucora Quori — CR 7

ECS 296
hp 55 (6 HD); **DR** 5/good

LE Medium outsider (evil, extraplanar, lawful, psionic, quori)
Init +2; **Senses** see in darkness; Listen +4, Spot +17
Languages Common, Riedran, Quori

AC 18, touch 12, flat-footed 16
(+2 Dex, +6 natural)
Immune outsider immunities
Resist acid, cold and fire 10; **PR** 17
Fort +9, **Ref** +9, **Will** +9

Speed 50 ft. (10 squares)
Melee 2 pincers +9 (1d8+3) and
4 claws +7 each (1d3+1) and
sting +7 touch (1d4+1 plus terrifying sting)
Base Atk +6; **Grp** +9
Atk Options Multiattack, possession, psi-like abilities, terrifying sting

Psi-Like Abilities (ML 6th):
1/day—*body adjustment, id insinuation* (DC 15), *mindlink, psionic charm* (DC 14), *recall agony* (DC 15)
3/day—*body equilibrium, far hand, inertial armor, psionic scent*

Abilities Str 17, Dex 15, Con 18, Int 17, Wis 18, Cha 17
Feats Ability Focus (terrifying sting), Lightning Reflexes, Multiattack
Skills Autohypnosis +15, Bluff +12, Concentration +13, Diplomacy +16, Intimidate +14, Knowledge (psionics) +14, Knowledge (the planes) +12, Listen +4, Move Silently +11, Psicraft +14, Search +8, Sense Motive +13, Spot +17, Survival +4 (+6 on other planes)

Terrifying Sting (Su) A tsucora quori's stinger conjures up the worst fears of any creature it strikes. The effects of the stinger are identical to a phantasmal killer spell. On a successful sting attack, the victim must make a DC 18 Will save. If the save succeeds, the victim overcomes her fear and suffers no additional effect. If the Will save fails, the victim must succeed on a DC 18 Fortitude save or die of fright. Even if the Fortitude save succeeds, the victim still takes 3d6 points of damage. This is a mind-affecting fear effect. The saving throw DC is Charisma based. When it slays a victim with this attack, a tsucora immediately heals 3d6 points of damage as it draws energy from the terror of its slain opponents.

8 Zombies — CR 1/2

MM 266
hp 16 each (2 HD); **DR** 5/slashing

Female and male human commoner zombies
NE Medium undead
Init –1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages None

AC 11, touch 9, flat-footed 11
(–1 Dex, +2 natural)
Immune undead immunities
Fort +0, **Ref** –1, **Will** +3

Speed 30 ft. (6 squares; can't run)
Melee slam +2 (1d6+1)
Base Atk +1; **Grp** +2

Abilities Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1
Feats Toughness
Skills —

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round.

TACTICS

The four zombies in the graves look like the PCs' corpses (but use the statistics here). The other four are close friends and family (one for each PC). Each PC must succeed on a DC 15 Will save the first time he attacks his own decaying corpses or the corpses of their friends. If they fail, they are dazed for 1 round. The quori keeps its distance, where it hurls psi-like abilities at them as the zombies engage the party.

OPTIONAL RULES

This encounter is a nightmare. It is not reality, and the rules of reality bend and twist toward horror and helplessness. Every round, each PC must roll a DC 15 Will save. If one of them fails, roll 1d6 and consult the following table to determine how the nightmare affects that PC this round.

1: Own Worst Enemy: Every attack or offensive action made this round turns back on the PC instead of affecting her chosen target. The PC must roll to hit her own Armor Class, or make saves against her own spells or abilities as if she was the target and take the damage or effects.

2: Powerless in the Nightmare: Every action the PC takes this turn has no effect whatsoever. Weapons bounce harmlessly off adversaries, spells fail, potions imbibed turn to brine, and moving results in the PC ending up in the same location somehow.

3: Psychotic Hallucinations: The PC believes he is attacking an enemy this turn, but the DM secretly resolves the PC's attacks as if made against the nearest ally. At the end of the PC's turn, he realizes what he has done as the enemy in his mind morphs into his comrade.

4: Get Them Out of Me!: Instead of taking her turn, the PC's body bulges and then rips open as a swarm of centipedes bursts from her body. The thrashing vermin tear through the PC's stomach, bursts out of her eyes, and burrows from her chest. The PC takes swarm damage from the swarm of centipedes as it emerges and is blinded for the remainder of the nightmare. The swarm attacks the closest ally, acting on the PC's initiative the following turn.

5: Twins?: An enemy attacked this turn immediately splits in two. The newly formed duplicate possesses the same stats, equipment, resources (spells and abilities), and number of hit points as the original.

6: Attitude Adjustment: The PC immediately suffers a radical alignment shift to an opposing alignment, as if she had placed a *helm of opposite alignment* on and failed her save.

CONCLUSION

If the PCs succeed in destroying the quori, they snap awake awash with cold sweat and find the wounds they took in the battle are only half as bad as they imagined in the dreamscape (they immediately heal half damage), and items used are not expended (though spells are still expended). If a PC dies in the nightmare, he must make a DC 15 Will save or die of shock in reality. Daragun Mroranon is cured of his condition and thanks the PCs profusely. He passes out in short order and enjoys his first nightmare-free sleep for over a year.

Features of the Area

The area has the following features.

Illumination: Consider the area to be dimly lit.

Open Graves: These graves are 6 feet deep.

Tombstones: These grave markers provide cover for anyone behind them.

A9 Scorn and Scrimshaw

Encounter Level 12

SETUP

Place the PCs at the entrance to the room. Do not place Scorn or Scrimshaw until they are detected.

When the PCs enter the room, read:

Heat rolls out of this room in waves, and flames roar within a large kiln on the far left corner of the back wall. A red glow from the kiln illuminates the chamber, which is filled with life-size white pottery busts and statues. Some stand in the open, while others are covered in muslin cloth. Beyond them, row upon row of shelves display the inmates' crude attempts at pottery bowls, cups, and other trinkets.

If the PCs succeed on a DC 20 Spot check but fail to reach 35, read:

A thin trail of white flecks and chips of ivory-hued dust lead into the room right up to a large white sculpture of a gargoyle that stands against the center of the back wall. The sculpture trembles ever so slightly, and its eyes move.

If the PCs succeed on a DC 35 Spot check, read them the above and then immediately read:

The sculpted gargoyle is not alive, but rather someone appears to be trapped inside it. The trail of white dust also led away from the statue at one point, though someone has taken pains to clean it up. A too-clean pathway on the floor continues from this statue around and behind the rows of shelving. There a hulking gargoyle stands stock still among the pottery, an arrow notched in his longbow.

If the PCs defeat Scorn's Hide check, read:

One of the statues standing near the right corner of the room has a few fresh red stains seeping through the muslin covering it.

Scrimshaw **CR 10**

MM 113
hp 86 (12 HD); **DR** 10/magic

Male gargoyle rogue 7
CE Medium monstrous humanoid
Init +5; **Senses** Listen +18, Spot +18
Languages Common, Undercommon

AC 23, touch 15, flat-footed 18; uncanny dodge (+5 Dex, +4 armor, +4 natural)
Resist evasion
Fort +7, **Ref** +14, **Will** +7

Speed 40 ft. (8 squares), fly 60 ft. (average)
Melee 2 claws +16 (1d4+5) and bite +15 (1d6+3)
Ranged *+2 composite shortbow* +16/+11 (1d8+5)
Base Atk +9; **Grp** +12
Atk Options sneak attack +4d6
Combat Gear *potion of haste*

Abilities Str 16, Dex 21, Con 19, Int 8, Wis 12, Cha 6
SQ freeze, trap sense +2, trapfinding
Feats Alertness, Multiattack, Stealthy, Weapon Finesse
Skills Hide +21 (+29 around white statues or stonework), Intimidate +6, Knowledge (local) +8, Listen +18, Move Silently +19, Spot +18
Possessions combat gear plus *+2 composite shortbow* (+5 Str bonus), *amulet of mighty fists +2, bracers of armor +4*, tattered inmate's outfit

Freeze (Ex) Scrimshaw can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice that Scrimshaw is really alive.

Scorn **CR 10**

hp 77 (10 HD); **DR** 10/adamantine

Male personality warforged rogue 5/artificer 5
CE Medium humanoid (living construct)
Init +6; **Senses** Listen +8, Spot +9
Languages Common

AC 25, touch 18, flat-footed 19; Improved Fortification, light fortification, *shield of faith, toughen construct,* uncanny dodge (+6 Dex, +7 armor, +2 natural)
Immune sneak attacks, extra damage from critical hits, warforged immunities
Resist evasion
Fort +6, **Ref** +11, **Will** +5

Speed 30 ft. (6 squares)
Melee *+2 bane* (race represented among the PCs) *scalpel* +14/+9 (1d4+3)
Ranged *wand of scorching ray* +12 (4d6 fire)
Base Atk +6; **Grp** +7
Atk Options infusions, sneak attack +3d6
Combat Gear *scroll of mirror image*, *wand sheath* (*wand of scorching ray* with 25 charges)
Infusions/Day (CL 5th): 3rd (2/day), 2nd (4/day), 1st (4/day)

Abilities Str 12, Dex 22, Con 18, Int 16, Wis 10, Cha 11
SQ artificer knowledge, artisan bonus, craft homunculus, disable trap, item creation, retain essence, trap sense +1, trapfinding
Feats Brew Potion[B], Construct Magic Arms and Armor[B], Craft Construct[B], Craft Wondrous Item[B], Improved Fortification, Mithril Body, Mithril Fluidity, Scribe Scroll[B], Weapon Finesse
Skills Balance +13, Bluff +8, Climb +7, Concentration +12, Craft (pottery) +5, Escape Artist +14, Hide +17, Intimidate +10, Jump +8, Knowledge (arcana) +8, Knowledge (architecture and engineering) +5, Listen +8, Move Silently +17, Spot +9, Spellcraft +16, Tumble +16, Use Magic Device +13 (+15 scrolls)
Possessions combat gear plus scalpel (improved with effects mentioned in Tactics section), *improved essence of the scout*, a jumble of disembodied eyes, organs, and other gory tissue

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Warforged Immunities Poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.
Artificer Knowledge (Ex) Scorn can make a special artificer knowledge check with a +8 bonus to detect whether a specific item has a magical aura. Scorn must hold and examine the object for 1 minute. A successful DC 15 check determines that the object has magical qualities, but does not reveal the specific powers of the item.
Artisan Bonus (Ex) Scorn gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creature feat.
Craft Homunculus (Ex) Scorn can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (arcane eye, mending, and mirror image) as normal for making a magic item, and he must pay all the usual gold and XP costs (though he can spend points from his craft reserve). Scorn can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 2,000 gp and 160 XP. If Scorn gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, –2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct. Scorn's homunculus can have as many Hit Dice as he has minus 2. No matter how many Hit Dice it has, a homunculus never grows larger than Small.
Item Creation (Ex) Scorn can create a magic item even if he does not have access to the spells that are prerequisites for the item. He must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item.
Retain Essence (Su) Scorn has the ability to salvage the XP from a magic item and use those points to create another magic item. Scorn must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day the item is destroyed and Scorn adds the XP it took to create the item to his craft reserve.

TACTICS

Before combat begins, Scorn infuses himself with the following: *greater magic weapon* (on his scalpel), *personal weapon augmentation* (*bane* on scalpel—whichever race is represented among the PCs), *bear's endurance, cat's grace, stone construct, toughen construct, shield of faith* (these are already figured in above). If the PCs spring the trap, Scrimshaw begins pelting them with arrows and Scorn fires off a ray from his wand at any flat-footed PC (to apply his sneak attack). If PCs come within 10 feet of the shelves, Scrimshaw topples them on the PCs and then resorts to melee combat (sneak attacking pinned PCs) or flanking with Scorn when possible. They both fight to the death.

If a PC "recognizes" Terlaxin in Scorn (see A14 on page 18) and acknowledges this, the deranged warforged becomes confused (as per *confusion*) for as long as he believes them (opposed Bluff and Sense Motive checks every round).

DEVELOPMENT

The House Medani sentry, Lagros, saw Viktor Saint-Demain drag Baron Trelib d'Medani into A15 and he tells the PCs so if he survives this encounter (use the statistics for the House Medani sentry on page 235 of the *Eberron Campaign Setting*). Scrimshaw snarls and spits at the PCs if taken alive. He cackles when they question him and promises "Viktor will see you brought low. You'll know exactly how it feels to be hated criminals. Do what you will to me; your lives are over." Scorn only stares wistfully at one PC's face and mutters the following: "You have my eyes . . ."

CONCLUSION

Grant the PCs a 1,000 XP story reward if they save Lagros from death.

Features of the Room

The room has the following features.

Illumination: The fires of the kiln fill this area with shadowy illumination.

Pottery Statues: Hardness 3; hp 10; break DC 15. These statues offer cover to anyone hiding behind them, though they are not particularly sturdy and most likely shatter if targeted by an attack.

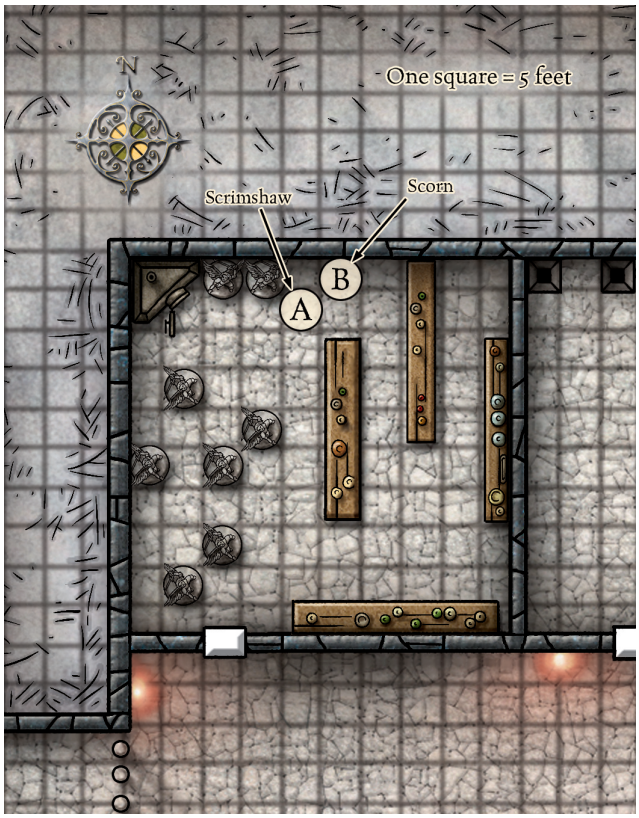
False Gargoyle Statue: This statue is a crude pottery representation of Scrimshaw. Trapped within the statue is a badly wounded House Medani sentry named Lagros. His muffled whimpers are barely audible (Listen DC 35) through his gag and the clay. Only his eyes are visible. Any attack on the statue kills him. If the statue is pulled into the kiln by the pulley spring trap, the clay bakes on round one, but on round two the heat permeates the statue and roasts the half-elf alive.

Kiln: This cast-iron kiln is where the inmates bake their poor attempts at pottery. The kiln's interior is usually fairly heated, but Scrimshaw has added alchemical fuels to it to make it flesh-searingly white hot. Anyone who comes within 5 feet of the kiln takes 1d6 points of fire damage. Anyone touching it takes 3d6 points of fire damage. Anyone pushed inside takes 5d6 points of fire damage per round (including the poor unfortunate House Medani sentry).

Pulley Spring Trap: CR 4; mechanical; proximity trigger; manual reset; bull rushes target into the kiln (Str 25) and drags the false gargoyle statue in as well; Search DC 30; Disable Device DC 25.

Two thin steel cables are laid neatly on the ground past the false gargoyle statue. When a creature steps within 5 feet of the statue, these cables pull taut and fling anyone within 5 feet of the statue and the statue itself into the kiln.

Shelves: These heavy wooden shelves are filled with pottery crockery and sculptures. They provide anyone behind them with cover. In addition, a DC 20 Strength check topples them and inflicts 3d6 points of damage on anyone within 10 feet of the side they are toppled toward. The shelves pin them (Reflex DC 20 negates).



All Entomology

Encounter Level 12

SETUP

Place the PCs at the entrance to the room. Do not place the swarms or Grimgraj until they are detected.

When the PCs enter the room, read:

This room is quiet save for the scuttling of thousands of beetles, roaches, centipedes, and more exotic insects trapped behind thick glass cases mounted on the walls. A pedestal case in the center of the chamber also holds hordes of bugs, and examination tables are splayed with dead specimens.

When the PCs reach the center of the room, read:

Suddenly the glass cases explode in a hail of jagged shards. The centipedes, stinging ants, and other dangerous insects contained within spill free and surge toward you. One of the swarms of creeping things piles up on itself and forms into a humanoid shape before transforming into a jaundiced hobgoblin with overlong arms. His face, torso, and limbs are riddled with steel studs and pierced with steel rings. He cracks a malevolent grin and then launches himself at you in a flurry of punishing fists and feet.

Grimgraj **CR 8**

MM 153, *LM* 103 and 123
hp 68 (7 HD)

Male hobgoblin gravetouched ghoul (swarm-shifter) ex-monk 2/fighter 3
CE Medium undead (augmented shapechanger)
Init +10; **Senses** darkvision 60 ft.; Listen +10, Spot +8
Languages Common, Goblin

AC 27, touch 21, flat-footed 21
(+6 Dex, +4 armor, +2 natural, +5 Wis)
Immune undead immunities
Resist evasion, turn resistance +2
Fort +7, **Ref** +10, **Will** +9

Speed 30 ft. (6 squares)
Melee unarmed strike +15/+10 (1d6+6) and bite +13 (1d6+1 plus ghoul fever and paralysis) or
Melee unarmed strike +13/+13/+8 (1d6+6) and bite +11 (1d6+1 plus ghoul fever and paralysis)
Base Atk +6; **Grp** +13
Atk Options Combat Reflexes, flurry of blows, ghoul fever (DC 15), paralysis (DC 15), Stunning Fist 2/day (DC 17), unarmed strike
Special Actions Snatch Arrows
Combat Gear *potion of false life*

Abilities Str 17, Dex 22, Con —, Int 12, Wis 20, Cha 14
SQ hive mind, swarm form
Feats Acrobatic, Combat Reflexes[B], Deflect Arrows[B], Improved Grapple[B], Improved Initiative, Improved Unarmed Strike[B], Multiattack[B], Snatch Arrows[B], Stunning Fist[B], Weapon Finesse
Skills Balance +13, Climb +8, Hide +8, Jump +12, Listen +10, Move Silently +11, Spot +8, Swim +8, Tumble +15
Possessions combat gear plus *bracers of armor +4, amulet of mighty fists +3*, rotten inmate's uniform

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Ghoul Fever (Su) Disease—bite, Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all aspects. A humanoid of 4 HD or higher rises as a ghast, rather than a ghoul.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Hive Mind (Ex) While in swarm form, Grimgraj is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of effects that command, control, turn, rebuke, bolster, or destroy undead specifically.

Swarm Form (Su) Grimgraj can take the form of a swarm of undead centipedes at will. This is a standard action that infuses him with negative energy and heals 5 hit points. He cannot change from this form back to normal form in an area where his body would not normally fit. His items are absorbed into the swarm form and provide no benefit. While in his undead centipede swarm form, he has a speed of 20 feet and a climb speed of 20 feet as well. He also gains a poison attack identical to the centipede swarms below, and he becomes immune to weapon damage.

Centipede Swarms **CR 4**

Monster Manual 238
hp 31 (9 HD)

N Diminutive vermin (swarm)
Init +4; **Senses** darkvision 60 ft., tremorsense 30 ft.

AC 18, touch 18, flat-footed 14
(+4 size, +4 Dex)
Immune mind-affecting spells and abilities, weapon damage
Fort +5, **Ref** +7, **Will** +3

Speed 20 ft. (4 squares), climb 20 ft.
Melee swarm (2d6 plus poison)
Base Atk +6; **Grp** —
Special Actions distraction

Abilities Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Feats Weapon Finesse[B]
Skills —

Poison (Ex) Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex.
Distraction (Ex) Any creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round.

TACTICS

Grimgraj attacks a PC, hoping to stun or paralyze her before moving on to another foe. If seriously threatened, Grimgraj turns into swarm form. Grimgraj moves through other swarms to confuse PCs as to his actual position before reforming to attack again. Anyone not succeeding on a DC 30 Spot check loses track of him among the bugs. They have a 50% miss chance to attack him (though missed attacks still hit the other swarm), and this attack allows Grimgraj to strike any foe who fails the check as if they were flat-footed. He and the swarms fight to the death.

DEVELOPMENT

Several of the exotic insects on the specimen tables are quite rare and very valuable. One table has three gold-bellied Marshargar scarabs, which are delicate creatures whose carapaces are worth 150 gp each. Another table has two *scrolls of gentle repose* and a *scroll of giant vermin*.

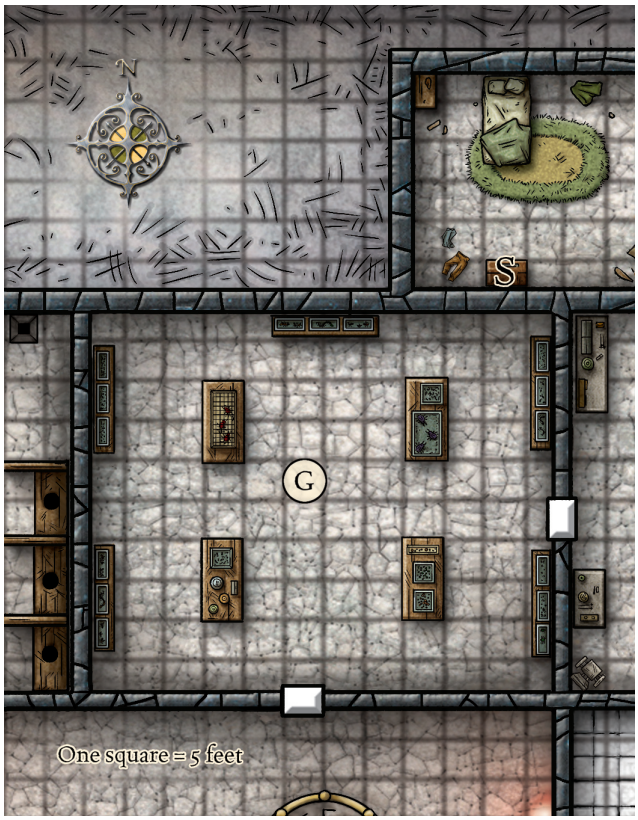
Features of the Room

The room has the following features.

Illumination: There is no light in the room. Grimgraj and the swarms have darkvision out to 60 feet.

Glass Cases: When these cases shatter, anyone within 5 feet takes 1d6 points of slashing damage.

Specimen Tables: These tables are where Karvasi dissects specimens of rare or exotic insects.



A17 Acid for Blood

Encounter Level 12

SETUP

Place the PCs on the map as they enter the room, and place Gevard as well. Don't place the quth-maren or Razalind on the map until they attack.

When the PCs enter the room, read:

Emerald-hued everbright lanterns swing wildly on dozens of chains here, casting a sickening green pall. The room is littered with flayed corpses and implements of torture. In-ground baths filled with vile caustic fluid froth and spit choking fumes. Above one of these pits hangs a badly beaten half-elf, who is restrained in heavy steel bonds and whose eyes are locked on a portly walrus-man. The obese tusker wears the clothing of an inmate, but balances an absurd top hat on his gray, sloping brow. He swaggers and struts, twirling a silver-headed cane, as he casually approaches a heavy winch and cable system running to the bound warforged above.

When the PCs attempt to close toward Gevard, and as the quth-maren and the kyton attack, read:

Suddenly the skinned corpse strung from a rack nearby spasms grotesquely against its bonds and reaches out for you with a greasy hand of exposed muscle and bone. Another corpse that appeared to be slowly dissolving in an acid tank suddenly slams its flayed limbs into glass, shattering it and sending acid washing over the floor as it lumbers toward you. The chains above begin to jangle and chime together, dancing with a life of their own and casting a maelstrom of green light about the room.

2 Quth-Maren — CR 7

FF 139
hp 65 each (10 HD); fast healing 4

CE Medium undead
Init +1; **Senses** darkvision 60 ft.; Listen +14, Spot +14
Languages Common

AC 14, touch 11, flat-footed 13
(+1 Dex, +3 natural)
Immune acid, undead immunities
Resist electricity 15, fire 15, +2 turn resistance
Fort +3, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)
Melee 2 slams +9 each (1d6+3 plus 1d6 acid)
Base Atk +5; **Grp** +8
Atk Options Blind-Fight, Improved Bull Rush, Power Attack, caustic blood, command undead, horrifying gaze, spit blood

Abilities Str 16, Dex 13, Con —, Int 13, Wis 14, Cha 15
Feats Blind-Fight, Improved Bull Rush, Power Attack, Weapon Focus (slam)
Skills Climb +16, Hide +14, Listen +14, Move Silently +18, Search +8, Spot +14

Caustic Blood (Ex) Any target hit by a quth-maren's slam attack takes 1d6 points of additional acid damage from the creature's caustic blood. Creatures that hit a quth-maren with natural weapons or unarmed attack also take 1d6 points of acid damage.

Command Undead (Su) A quth-maren commands undead as a 5th-level evil cleric. It cannot rebuke undead, but it can dispel turning or bolster other undead.

Horrifying Gaze (Su) A living creature within 30 feet that meets a quth-maren's deathless gaze must succeed on a DC 17 Will save or cower in fear. Cowering creatures lose their Dexterity bonus to Armor Class and can take no actions. Foes gain a +2 bonus on attack rolls to hit cowering creatures.

Spit Blood (Ex) Once every 1d4 rounds, as a standard action, a quth-maren can spit a glob of its acidic blood as a grenadelike weapon attack. The quth-maren must make a ranged touch attack to hit its target. This attack has a range increment of 10 feet, with a maximum range of five range increments. The glob deals 2d6 points of acid damage on a direct hit and 2 points of acid damage to all creatures within 5 feet of where it strikes.

Razalind — CR 10

MM 53
hp 81 (12 HD); **DR** 5/silver or good; regeneration 2

Female chain devil fighter 4
CE Medium outsider (evil, extraplanar, lawful)
Init +6; **Senses** darkvision 60 ft.; Listen +14, Spot +14
Languages Infernal

AC 20, touch 12, flat-footed 18; Dodge
(+2 Dex, +8 natural)
Immune cold, fire, poison
Resist acid 10; **SR** 22
Fort +12, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)

Melee 2 mwk adamantine chains +17 each (2d4+5/19–20)
Base Atk +12; **Grp** +15
Atk Options Improved Sunder, Power Attack, dancing chains, unnerving gaze

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Abilities Str 17, Dex 15, Con 15, Int 6, Wis 12, Cha 12
Feats Alertness, Dodge, Improved Critical (chains), Improved Initiative, Power Attack[B], Improved Sunder[B], Weapon Focus (chains)[B], Weapon Specialization (chains)
Skills Climb +15, Craft (blacksmithing) +18, Escape Artist +13, Intimidate +14, Listen +14, Spot +14, Use Rope +2 (+4 bindings)

Regeneration (Su) Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.
Dancing Chains (Su) Razalind can control up to four chains within 20 feet as a standard action. She can increase the length of these chains up to 15 feet (easily long enough to attack creatures anywhere in the room) and cause them to sprout razor-edged barbs. These chains attack as effectively as she does with her spiked chains. If a chain is in another creature's possession, the creature can attempt a DC 17 Will save to break Razalind's power over the chain. If successful, the kyton cannot attempt to control that particular chain again for 24 hours or until it leaves the creature's possession.
Unnerving Gaze (Su) Range 30 ft., Will DC 17 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Razalind chooses any NPC slain in "Quoth the Raven" or one of the PC's most hated foes from "Chimes at Midnight" (whichever would affect the group the most). Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds.

Julian Gevard II **CR 10**
hp 57 (10 HD)

Male human rogue 10
CE Medium humanoid
Init +6; **Senses** Listen +11, Spot +11
Languages Common

AC 12, touch 12, flat-footed 10; Dodge, improved uncanny dodge
(+2 Dex)
Resist evasion
Fort +7, **Ref** +9, **Will** +6

Speed 30 ft. (6 squares)
Melee *+2 walking stick* +13/+8 (1d6+5)
Base Atk +7; **Grp** +10
Atk Options crippling strike, sneak attack +5d6

Combat Gear *potion of barkskin +3*

Abilities Str 16, Dex 14, Con 15, Int 10, Wis 13, Cha 6
SQ trapfinding, trap sense +3
Feats Dodge[B], Great Fortitude, Iron Will, Improved Initiative, Weapon Focus (walking stick)
Skills Balance +13, Bluff +5, Climb +8, Diplomacy +5, Escape Artist +15, Hide +12, Intimidate +11, Jump +12, Listen +11, Move Silently +14, Spot +11, Swim +8, Tumble +17
Possessions combat gear plus *+2 walking stick*, inmate's outfit and frayed oversized black top hat

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Improved Uncanny Dodge (Ex) Julian can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack Julian by flanking him, unless the attacker has at least four more rogue levels than Julian does.
Crippling Strike (Ex) Julian can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of Julian's sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

TACTICS

Gevard flanks with the quth-maren, while the undead spit blood at distant foes and slam any who close to melee. Razalind barrages the PCs with her chains. If the opportunity presents itself, either Julian or the quth-maren bull rush a PC into one of the iron maidens and Razalind animates the chains attached to the lid to slam it shut, impaling anyone inside.

If Julian is disarmed of his stick, he single-mindedly tries to retrieve it (even if it is thrown in an acid pool in A17). If sundered, he starts weeping and blubbering. Treat him as paralyzed for 1 round, then he flies into a rage and fights to the death.

DEVELOPMENT

The House Medani sentry suspended above the acid baths is named Kelndros. He is currently at 0 hp, but if healed he can help the PCs, and his testimony goes a long way to clear the party of any wrongdoing. If healed, he desperately seeks out his baron to rescue him from the maniacs of the asylum.

Julian Gevard reveals little useful information if captured, alternating between tea time conversational snippets and horrifying depictions of his gruesome murders with no variation in his whimsical tone.

Features of the Room

The room has the following features.

Illumination: Green-shrouded *everbright lanterns* provide light here, but consider it shadowy illumination until the shrouds are removed.

Treatment Tables: These badly stained wooden tables have seen atrocities best left unspoken. Rusty knives, pliers, barbed wire, and spikes lie strewn on top of them.

Corpses: The skinned corpses of several former inmates litter the floor of this area. Any square containing a sprawled skinless corpse is considered difficult terrain.

Acid Baths: These huge pits inset in the floor are filled with a diluted acid mixed perfectly to strip flesh slowly. The floors are slick with blood and other fluids, and anyone moving at full speed or fighting must make a DC 10 Balance check each round. If anyone fails this check within 5 feet of an acid bath, he must immediately make a DC 15 Reflex save or slide into one and be immersed in acid. Anyone immersed in an acid bath takes 6d6 points of acid damage as his flesh begins to burn and melt.

Iron Maidens: Hardness 5; hp 60; break DC 25. These are one of the many tools of the trade Lucard employs in his "treatments." Any Medium or small creature slammed inside one takes 2d6 points of piercing damage. If the maiden is slammed shut with a PC inside, he takes an additional 5d6 points of piercing damage and must succeed on a DC 20 Strength or Escape Artist check to free herself. The hinged doors are attached to chains and pulleys, which allows Razalind to slam one of these shut as a standard action with her dancing chains ability.

Acid Vat: Hardness 2; hp 10; break DC 12. This hollow cylinder is made of a transparent glass that holds up to the organic acid contained within it. Floating in the acid here is one of the quth-maren. The undead pretends to be nothing more than another hapless victim until the PCs come within 30 feet of the vat. Once the vat is shattered, the acid within sprays in a 30-foot cone in any direction the person destroying it chooses. Anyone caught in the spray takes 5d6 points of acid damage (Reflex DC 15 half).

Flesh-Stripping Racks: Hardness 5; hp 100; if fully restrained—DC 30 Escape Artist or Strength check; break DC 25. These magic flaying harnesses are a very special gift from a priest of the Mockery named Kingrellos, entrusted to Dr. Karvasi in exchange for his loyal devotions. Each harness is a complex rack of leather straps, shackles, and manacles designed to hold a victim stock-still while the good doctor slowly skins her alive. The harness is infused with necromantic energy and every time a victim is flayed to death while restrained in it there is a 10% chance the skinned corpse rises again as a horrid undead called a quth-maren. The corpse Karvasi has just finished with on the right-hand rack was one of the lucky ones (so to speak), though it is still half-restrained in the harness. (Krader enjoyed watching the pitiful monstrosity flap about.) The undead pretends to be a corpse until a PC comes within 5 feet; then it attacks. If no PCs come near it in the first 2 rounds of combat, the quth-maren attempts to free itself (Strength DC 15) as a full-round action and join the fray.

Heavy Chains: Hardness 5; hp 40; break DC 25. These chains hang about the room with *everbright lanterns* hanging from them. Use the same stats for the chains holding Kelndros (which are padlocked [Open Lock DC 25]).

A18 Ghosts of Inmates Past

Encounter Level 12 or 14

SETUP

Place the PCs on the map in the middle of the main tunnel. Don't place the mohrgs and zombies until after reading the text below.

If the PCs fail to Spot the mohrgs, read:

A waist-high river of thick putrescence flows through the tunnels here. Indeterminate filth and sewage floats by on the vile surface of the flow. A long ropey strip wriggles through the water like a snake. Suddenly the ropelike thing rises toward you, filth dripping away to reveal a stinking, pulsating length of intestine. Then a skeleton emerges from the river of sewage, entrails slithering about it like so many snakes.

On the second round of combat, when the mohrgs arise to join the slaughter, read:

From the stinking river of brown and green filth, a skull crests the surface, its eyes burning with an unholy red gleam. Three other skeletons also rise from the swirling sewage poised to strike, with their bloated entrails flopping obscenely from their bony maws like oversized tongues.

If a PC makes a successful DC 25 Spot check, read:

Just cresting the river of filth, you see another figure hanging back and watching you. The creature has a smooth head topped by a short crest, reminiscent of a fin, and pale skin. Its black eyes watch dispassionately, but its fang-filled mouth acts almost of its own accord, opening once as if tasting the air, then closing with a snap.

4 Mohrgs — CR 8

MM 189
hp 91 each (14 HD)

CE Medium undead
Init +9; **Senses** darkvision 60 ft.; Listen +11, Spot +15
Languages Common

AC 23, touch 14, flat-footed 14
(+4 Dex, +9 natural)
Immune undead immunities
Fort +4, **Ref** +10, **Will** +9

Speed 30 ft. (6 squares)
Melee slam +13 (1d6+7) and
tongue +12 (paralysis)
Base Atk +7; **Grp** +12
Atk Options improved grab, paralyzing touch

Abilities Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10
SQ create spawn, undead traits
Feats Ability Focus (paralyzing touch), Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)
Skills Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9

Improved Grab (Ex) To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.
Paralyzing Touch (Su) A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 18 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma based.
Create Spawn (Su) Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess the abilities they had in life.

6 Zombie Guards — CR 1/4

MM 266
hp 16 each (2 HD); **DR** 5/slashing

Female and male half-elf commoner zombies
NE Medium undead
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages None

AC 12, touch 10, flat-footed 12
(+2 natural)
Immune undead immunities
Fort +0, **Ref** +0, **Will** +3

Speed 30 ft. (6 squares; can't run)
Melee mwk longsword +6 (1d8+4/19–20)
Base Atk +1; **Grp** +5

Abilities Str 18, Dex 10, Con —, Int —, Wis 10, Cha 1
Feats Toughness
Skills —

Single Actions Only (Ex) Zombies have poor reflexes and can perform only a single move action or attack action each round.

TACTICS

The zombies play dead until the mohrgs spring their attack, then they mindlessly charge and fight until felled. The mohrgs use their zombie pawns to flank and attempt to paralyze foes, letting any who succumb sink below the surface of the sewage to drown horribly via refuse-infested water.

Mako (the figure mentioned in the third section of readaloud text) hangs back behind the mohrgs, watching the battle for only 1 round before submerging below the sewage and swimming quickly for A20. Mako's orders are to observe the ambush and report back to Viktor. However, if he is injured, he joins the battle with all his considerable fury. (If this occurs, see his stat block on page 35.) This makes the fight with the mohrgs considerably more difficult, but the subsequent battle against Viktor and Krader in A20 will be that much easier. It's up to the PCs whether to try and intercept Mako. He is not likely to join the fight here, but will be encountered later.

CONCLUSION

A DC 25 Search check reveals an area of the water that is a few degrees colder than the surrounding. On the bottom of the canal here lies a *+2 icy burst kukri* discarded by a fleeing explorer several months ago after she narrowly avoided death at the mohrgs' tongues.

Features of the Area

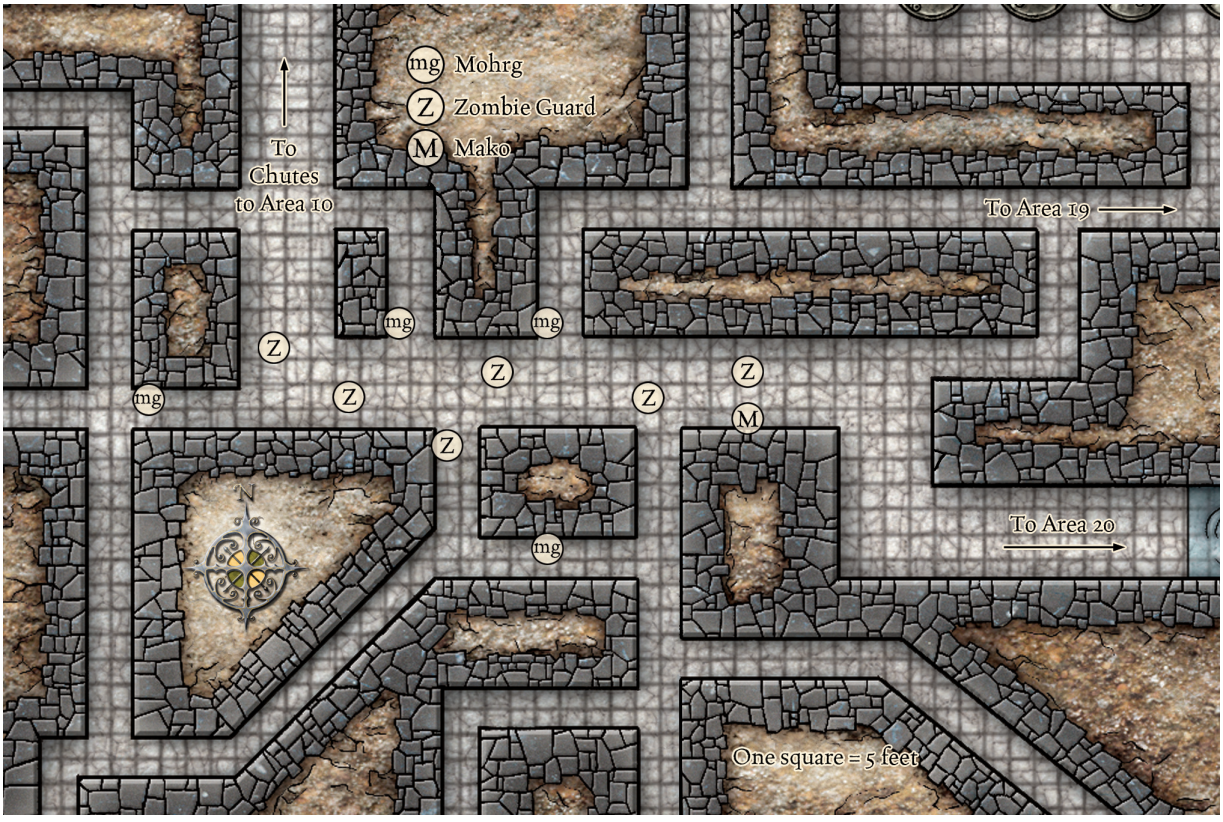
The area has the following features.

Illumination: There is no light in the room. The zombies and mohrgs have darkvision out to 60 feet. Mako has low-light vision.

River of Sewage: This flow of soupy foulness counts as difficult terrain. In addition, anyone wounded while in this area contracts filth fever.

Corpses: The corpses are the bodies of other guards sent to patrol the sewers. The mohrgs killed them, but the corpses have yet to animate. They do so in one day.

Loose Ledges: These ledges have been weakened by the mohrgs. Anyone stepping on one must make a DC 25 Reflex save or plummet into the river of sewage. A DC 25 Search check reveals this hazard.



A20 The Drowning Baron

Encounter Level 12

SETUP

Place the PCs on the map as they enter the room, and place Viktor, Karvasi, and Baron Trelib d'Medani as well. Don't place Mako until the sharklike shifter springs his attack.

When the PCs enter the reservoir, read:

This tremendous circular steel chamber has several feet of water filling the bottom of the room, and a series of thick black iron circlets barely crest the surface of this brackish water. Chained to one circlet of iron is a haggard Baron Trelib d'Medani, and his daughter Zelina plus several of House Medani's soldiers are shackled to other nearby circlets. Wrought metal rungs stud the sloping sides of the room ascending to crisscrossing catwalks above, where a scarred and sneering Viktor Saint-Demain leans heavily on a diamond-studded silver cane. He snarls, "Let the floods surge and the unrighteous be washed away!"

On cue, a tall, wild-eyed man in a soiled lab coat leers as he pulls a heavy steel lever near his position on the catwalk. Eight hatches burst open as the water in the pipes on the other side spews forth. The chamber begins to fill, and Trelib and the other captives' heads disappear below the surface as they struggle to gasp for one last breath.

When Mako attacks, read:

A flash of foam in the water is the only thing presaging a horrid thing's emergence from the depths. Sickly white spongy flesh surrounds a gaping maw of shark's teeth that lunges toward you. Behind them gleams a set of black eyes that betray nothing but certain death.

MAKO **CR 10**

ECS 18
hp 81 (10 HD); **DR** 1/—

Male shifter barbarian 7/rogue 3
CE Medium humanoid (shapechanger)
Init +3; **Senses** low-light vision; Listen +5, Spot +6
Languages Common

AC 17, touch 13, flat-footed 14; improved uncanny dodge
(+3 Dex, +4 natural)
Resist evasion
Fort +8, **Ref** +8, **Will** +4

Speed 40 ft. (8 squares)
Melee *+2 adamantine punch dagger* +12/+7 (1d4+5) and
+2 adamantine punch dagger +12 (1d4+5)
Base Atk +9; **Grp** +12
Atk Options longtooth, rage 2/day, sneak attack +2d6

Abilities Str 16, Dex 17, Con 14, Int 10, Wis 11, Cha 10
SQ longtooth, truedive*, trap sense +1, trapfinding
Feats Extra Shifter Trait (longtooth), Healing Factor, Shifter Ferocity, Two-Weapon Fighting
Skills Balance +5, Climb +11, Escape Artist +10, Handle Animal +5, Hide +8, Intimidate +10, Jump +15, Listen +5, Move Silently +8, Spot +6, Swim +16
Possessions tattered inmate's outfit, *amulet of natural armor +4,* two *+2 adamantine punch daggers*

Improved Uncanny Dodge (Ex) Mako can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack Mako by flanking him, unless the attacker has at least four more rogue levels than Mako does.
*Truedive is found on page 26 of *Races of Eberron*.

When Mako is raging and shifting, the following changes apply to the above statistics.
AC 15, touch 11, flat-footed 12
hp 111
Fort +11, **Will** +6
Speed swim 30 ft. (6 squares)
Melee *+2 adamantine punch dagger* +15/+10 (1d4+8) and
+2 adamantine punch dagger +15 (1d4+8) and bite +10 (1d6+3) or
Melee bite +15 (1d6+6)
Grp +15
Abilities Str 22, Con 22
Skills Climb +14, Jump +18, Swim +27

VIKTOR SAINT-DEMAIN **CR 15**

DMG 109 and 185, *CW* 12, *ECS* 82
hp 98 (15 HD)

Male human expert 2/swashbuckler 5/master inquisitive 4/duelist 5
CE Medium humanoid

Init +6; **Senses** Listen +11, Spot +14
Languages Common, Elven, Goblin, Undercommon

AC 23, touch 14, flat-footed 14; Dodge, Mobility, canny defense, enhanced mobility
(+9 Dex, +4 natural)
Fort +7, **Ref** +16, **Will** +8

Speed 30 ft. (6 squares)
Melee *+2 speed wounding rapier* +20/+20/+15/+10 (1d6 plus 1 Con)
Base Atk +14; **Grp** +14
Atk Options Combat Expertise, Improved Feint, insightful strike, precise strike +1d6
Combat Gear *potion of displacement, potion of fly, water elemental gem, bead of force*
Spell-Like Abilities* (CL 15th):
1/day—*discern lies* (DC 16), *true seeing*

Abilities Str 10, Dex 18, Con 12, Int 22, Wis 10, Cha 14
SQ canny defense, contacts (2), dodge bonus +1, enhanced mobility, grace, improved reaction +2
Feats Combat Expertise, Dodge, Education, Improved Feint, Investigate, Iron Will, Mobility, Urban Tracking, Weapon Finesse
Skills Balance +6, Bluff +19, Craft (alchemy) +12, Decipher Script +12, Diplomacy +9, Disable Device +12, Disguise +7 (+9 acting), Escape Artist +14, Gather Information +15, Heal +4, Jump +9, Knowledge (arcana) +14, Knowledge (architecture and engineering) +13, Knowledge (local) +18, Knowledge (religion) +15, Listen +11, Open Lock +9, Perform (oratory) +5, Search +18 (+20 secret compartments and doors), Sense Motive +13, Spot +14, Tumble +16
Possessions white silk shirt, jacket and pants, inquisitive's cap, basilisk leather boots (200 gp), diamond studded pocket watch (800 gp), *+2 speed wounding rapier, amulet of natural armor +4, headband of intellect +4, gloves of Dexterity +4*

Canny Defense (Ex) When not wearing armor or using a shield, Viktor adds 1 point of Intelligence bonus per duelist class level to his Dexterity bonus to modify Armor Class while wielding a melee weapon (included above). If Viktor is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.
Enhanced Mobility (Ex) When wearing no armor and not using a shield, Viktor gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of a threatened square.
Insightful Strike (Ex) Viktor can place his finesse attacks where they deal greater damage. He applies his Intelligence bonus as a bonus on damage rolls (in addition to any Strength bonus he may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse. Targets immune to sneak attacks or critical hits are immune to Viktor's insightful strike. Viktor cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.
Precise Strike (Ex) Viktor can strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to his normal damage roll. When making a precise strike, Viktor cannot attack with a weapon in his other hand or use a shield. Viktor's precise strike works only against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from a precise strike.
Grace (Ex) Viktor has a +3 competence bonus on all Reflex saving throws (included above). This ability functions only when he is wearing no armor and not using a shield or when he is not carrying a medium or heavy load.
Improved Reaction (Ex) Viktor has a +2 bonus on initiative checks (included above). This bonus stacks with the benefit provided by the Improved Initiative feat.
*Viktor can spend 2 action points to gain one additional use of these abilities.

KRADER — CR 10

hp 119 (12 HD); **DR** 2/—

Male human barbarian 12
CE Medium humanoid
Init +6; **Senses** Listen +14, Spot –1
Languages Common

AC 14, touch 14, flat-footed 12; improved uncanny dodge
(+2 Dex, +2 deflection)
Resist evasion
Fort +11, **Ref** +6, **Will** +3

Speed 40 ft. (8 squares)
Melee *+2 shocking burst kama* +15/+10/+5 (1d6+4/19–20 plus 1d6 electricity) and
+3 defending kama +16/+11/+6 (1d6+4/19–20)
Base Atk +12; **Grp** +14
Atk Options Power Attack, greater rage 4/day

Abilities Str 14, Dex 14, Con 16, Int 8, Wis 8, Cha 6
SQ trap sense +4
Feats Improved Critical (kama), Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (kama)
Skills Climb +12, Intimidate +13, Jump +7, Listen +14, Survival +9, Spot –1, Swim +7
Possessions *+2 shocking burst kama, +3 defending kama, ring of protection +2,* long white laboratory coat, spectacles, gray cotton pants and elbow length white gloves

Improved Uncanny Dodge (Ex) Krader can no longer

be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack Krader by flanking him, unless the attacker has at least four more rogue levels than Krader does.

When Krader is raging, the following changes apply to the above statistics.

AC 12, touch 12, flat-footed 10
hp 155
Fort +14, **Will** +6
Melee *+2 shocking burst kama* +18/+13/+8 (1d6+7/19–20 plus 1d6 electricity) and
+3 defending kama +19/+114/+9 (1d6+5/19–20)
Grp +17
Abilities Str 20, Con 22
Skills Climb +15, Jump +10, Swim +10

Dr. Lucard Karvasi — CR 10

hp 80 (12 HD)

Male human artificer 12
LE Medium humanoid
Init +6; **Senses** Listen +2, Spot +2
Languages Common, Daan, Daelkyr, Goblin, Infernal

AC 14, touch 14, flat-footed 12
(+2 Dex, +2 deflection)
Fort +7, **Ref** +6, **Will** +10

Speed 30 ft. (6 squares)
Melee *+2 shocking burst kama* +13/+8 (1d6+3/19–20 plus 1d6 electricity) and
+3 defending kama +14/+9 (1d6+4/19–20) or
Ranged *wand of ray of enfeeblement +11*
Base Atk +9; **Grp** +9
Atk Options Attune Magic Weapon, infusions, metamagic spell completion (7/day), metamagic spell trigger
Combat Gear *wand of lightning bolt, wand of ray of enfeeblement, scroll of minor globe of invulnerability*
Infusions/Day (CL 12th)**:** 5th (2/day), 4th (3/day), 3rd (4/day), 2nd (4/day), 1st (4/day)

Abilities Str 10, Dex 14, Con 16, Int 18, Wis 14, Cha 11
SQ artificer knowledge, artisan bonus, craft homunculus, disable trap, item creation, retain essence
Feats Attune Magic Weapon[B], Brew Potion[B], Craft Construct[B], Craft Magic Arms and Armor[B], Craft Rod[B], Craft Staff[B], Craft Wand[B], Craft Wondrous Item[B], Exceptional Artisan[B], Improved Critical (kama), Improved Initiative, Scribe Scroll[B], Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kama)
Skills Appraise +6, Concentration +18, Craft (alchemy) +19, Diplomacy +2, Heal +9, Knowledge (arcana) +19, Knowledge (architecture and engineering) +19, Listen +2, Open Lock +17, Search +19 (+21 secret compartments and doors), Sense Motive +9, Spellcraft +21 (+23 scrolls), Spot +2, Use Magic Device +15
Possessions combat gear plus *+2 shocking burst kama, +3 defending kama,* long white laboratory coat, spectacles, gray cotton pants and elbow length white gloves

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Metamagic Spell Completion (Su) Karvasi can apply a metamagic feat he knows to a spell completion item. He must have the appropriate item creation feat for the spell completion item he is using. The DC for the Use Magic Device check is equal to 20 + (3 × the modified level of the spell).

Metamagic Spell Trigger (Su) Karvasi can apply a metamagic feat he knows to a spell trigger item. He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to the spell. Karvasi cannot use this ability when using a spell trigger item that does not have charges.

Artificer Knowledge (Ex) Karvasi can make a special artificer knowledge check with a +8 bonus to detect whether a specific item has a magical aura. Karvasi must hold and examine the object for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item.

Artisan Bonus (Ex) Karvasi gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creation feat.

Craft Homunculus (Ex) Karvasi can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (arcane eye, mending, and mirror image) as normal for making a magic item, and he must pay all the usual gold and XP costs (though he can spend points from his craft reserve). Karvasi can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 2,000 gp and 160 XP. If Scorn gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, –2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct. Karvasi's homunculus can have as many Hit Dice as he has minus 2. No matter how many Hit Dice it has, a homunculus never grows larger than Small.

Item Creation (Ex) Karvasi can create a magic item even if he does not have access to the spells that are prerequisites for the item. He must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item.

Retain Essence (Su) Karvasi has the ability to salvage the XP from a magic item and use those points to create another magic item. Karvasi must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day the item is destroyed and Karvasi adds the XP it took to create the item to his craft reserve.

TACTICS

Viktor activates the valves to fill the reservoir with brackish polluted water (beginning to drown the baron and his party) and then hurls his *water elemental gem* below to aid Mako in his fight against the party. He looks on while cackling madly with joy as the PCs struggle to fend off Mako and the elemental and save the baron. Viktor casually fires crossbow bolts at the party from above for the rest of the battle until someone reaches him. Krader drools and guffaws by Viktor's side. He flies into a greater rage if anyone reaches the catwalk, and he attacks until slain to protect his master. Mako does what he does best: He closes in to shred and bite anyone attempting to save the baron from drowning.

DEVELOPMENT

If the PCs have garnered information on Lucard's split personality, they may make a Diplomacy check as a move action every round to attempt to draw the doctor's higher reasoning persona out and banish Krader into the dark recess of his psyche. The DC for the check is 30, and three must be made before Karvasi recovers his wits.

If Karvasi resurfaces, he seethes with rage at Viktor for turning him into a brutish puppet. Karvasi employs infusions on his kama and closes with the inquisitive to get bloody vengeance, serving as an excellent distraction for the party and allowing them to stop the pumping of alchemical poisons into the chamber below.

Baron Trelib d'Medani and his crew begin to hold their breath on the first round (after Viktor starts the cascade of poisons from the pipes), choking to death on the toxic water when their air runs out. If Trelib perishes, Viktor's goal of vengeance is met, but his greater goal is the incrimination of the PCs in the attempt to poison Sharn's waterways. The only way to drain the reservoir is to activate a series of pumps. A DC 20 Knowledge (architecture and engineering) or Disable Device check can activate them, but doing so shunts the water to A19, which increases the pressure on the waste containment located there. The pressure increases steadily over 5 rounds. On the fifth round, the waste cells explode and push the alchemical poisons upward into Black Arch district's waterways, which effectively poisons the wells of the entire Upper Dura (unless the PCs sealed off the pipes accessing these waterways in which case the water floods Hell's Heart above).

If the PCs free Trelib and get him above the waterline, he sputters and warns them of Viktor's true plan, in hopes the PCs can avert the poisoning of Lower Tavick's Landing (see Controls below for further details).

Viktor pulls out and activates his *image recorder* as soon as the PCs begin activating the valves to drain the reservoir, and if possible he also documents himself attacking the party and reversing the flow as they struggle to stop him.

CONCLUSION

If the party saves Baron Trelib d'Medani, grant them additional XP as if they defeated a CR 10 encounter. If they save Zelina as well, increase this bonus XP by 1,000 and increase it by 200 for each bodyguard saved as well. If Viktor is slain, he snarls the following as he expires: "For hate's sake I spit my last breath at thee."

Features of the Area

The area has the following features.

Illumination: *Everbright lanterns* brought in by Saint-Demain provide light here.

Poisoned Water: The chamber is filled with 5 feet of poisonous water when the PCs enter. This water increases by 2 feet every round thereafter until the pipes are shut down and the chamber vented (by using the controls above). Anyone drinking or choking on the water takes 1d6 points of Con damage (DC 20 Fortitude save negates). Anyone with an open wound in the water takes 1d6 points of Con damage (DC 15 Fortitude save negates).

Hostages: The baron and his party are each shackled to separate steel rings on the floor of the reservoir. Their shackles have hardness 10, hp 20, break DC 25, Open Lock DC 25.

Pipes: These pipes spray water into the room with surprising force: Anyone moving within 5 feet of their opening is bull rushed with a Strength of 25. Anyone able to approach one of these pipes may reseal the hatch on it with a DC 20 Strength check, halting the deluge of poisoned water.

Ladders: These sturdy steel ladders ascend to the catwalks above. Viktor has sabotaged the two closest to the door (only the one opposite the entrance to the reservoir is safe), so that once a climber reaches 50 feet the ladder buckles and gives way, which sends them crashing into the polluted water below. A DC 25 Search check allows a PC to note the danger.

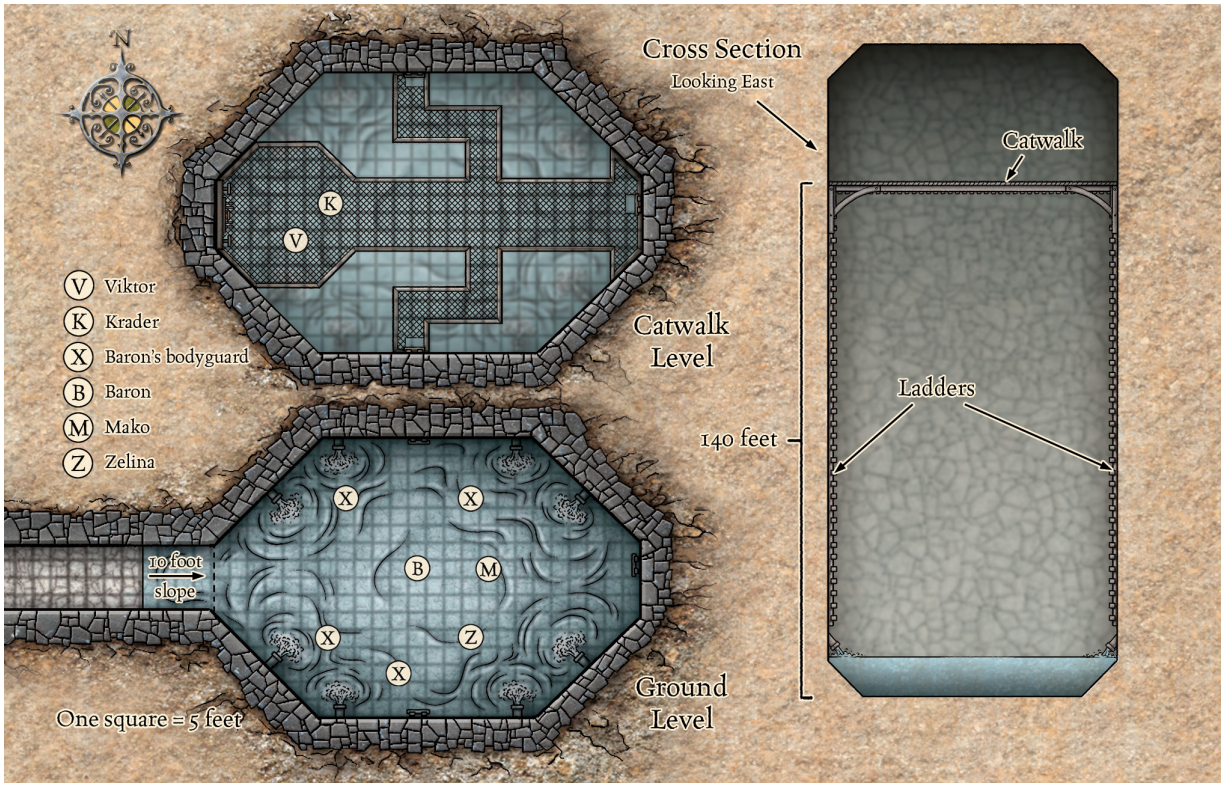
Catwalks: These iron catwalks have seen some rust and wear. Any 5-foot section may be damaged and destroyed (hardness 5, hp 10, break DC 15). If three squares are destroyed, the entire catwalk plummets to the floor below (anyone caught underneath it takes 6d6 points of damage (DC 15 Reflex save for half).

Controls: Anyone adjacent to these controls can make a DC 20 Knowledge (architecture and engineering) or Disable Device check to close the pipes and vent the water here into A19's containment cells instead. A DC 20 Strength check also does the trick, though forcing the valves in this manner requires 2 full rounds of activity. The venting of the water may not be reversed once the controls have been engaged, and it instantly becomes apparent that something horrid is happening in A19 thanks to the sound of water being pumped into the waterways (unless the PCs have disabled the containment cells). If the PCs have not disabled the containment cells in A19, they may still attempt to rush there and do so, but they have only 5 rounds to succeed in this task before the waterways are flooded with toxins. (Mako and Krader harry anyone who tries to accomplish this.)

About the Author

Nicolas Logue lives in the City of Towers (he has a little one-bedroom place in Cassan Bridge) with the love of his life, Taurie. Nick is the author of over thirty adventures, articles, and sourcebooks for D&D, including the Gamemastery Modules Crown of the Kobold King *and* Carnival of Tears, *as well as Paizo's Pathfinder #3* Hook Mountain Massacre. *His Eberron credits include* Voyage of the Golden Dragon, Eyes of the Lich Queen, Dragons of Eberron. *and the upcoming* City of Stormreach.

Nick is sad to see Viktor Saint-Demain go. He'd like to thank James Jacobs, Jeremy Walker, and James Sutter for taking a chance on the inquisitive in Dungeon #133, and he thanks Chris Thomasson for letting Viktor spit his last breath at the PCs.



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